



# SEGA

# SATURN

**SEGA**  
**No.1 FOR**  
**SATURN**

ISSUE 14 £2.75  
DECEMBER 1996

M A G

E



## VIRTUA COP 2

AM2 Shoot to Thrill!

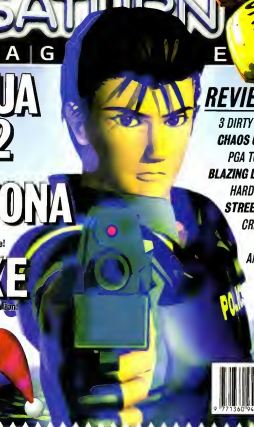
## DAYTONA

Hot Rod or Jalopy?

Full Review Inside!

## QUAKE

Saturn News Sensation!



### REVIEWED

3 DIRTY DWARVES

CHAOS CONTROL

PGA TOUR GOLF

BLAZING DRAGONS

HARDCORE 4x4

STREET RACER

CRIME WAVE

AMOK

AND MORE!



**CHRISTMAS NIGHTS! SEGA'S INCREDIBLE FESTIVE GIVE AWAY!**

Name

Dr. Kathleen Casey Crowl

Department of Health

**Protest against Dominic Whaddon**

We, the undersigned, wish to express our official complaint against Dr. Dominic Whaddon of

131 Robert Drive, Country

Dr. Whaddon expressed interest from residents Mr. Whaddon refused to return the original books of addresses for 1000, 700 and 600 from the police. The last correspondence received was, "responsible one."

Mr. Whaddon also refused to return the checks, notes and booklets which erroneously came from the police and sent the inspectors and police reports.

Early we would demand that Mr. Whaddon be removed from practicing medicine and discontinue all right being, knowing the name of the neighborhood.

Name

Miss speaking from of protest group  
131 Robert Drive

Dr. Dominic Whaddon

131 Robert Drive

Mr. G. Clark

131 Robert Drive

131 Robert Drive

131 Robert Drive

131 Robert Drive

131 Robert Drive

Address

131 Robert Drive

131 Robert Drive

131 Robert Drive

131 Robert Drive

131 Robert Drive

131 Robert Drive

131 Robert Drive

131 Robert Drive

131 Robert Drive

131 Robert Drive

131 Robert Drive



IN A HOT  
UNDISTURBED  
HOT SPOT  
OF FLAVOR

# NEXT MONTH... A STUNNING DEMO CD!



In next month's SEGA SATURN MAGAZINE, we will be unveiling yet another brilliant Demo CD to you - the fine SSRI readership. Sega Flash Volume III (for 'tis its name) promises to be one of the best CDs ever pressed in the whole history of the world ever, and promises to include the following awesome stuff:

## PLAYABLE LEVELS!

### DAYTONA CHAMPIONSHIP CIRCUIT EDITION

Would you believe it - a frankly SUPERLATIVE PLAYABLE DEMO of this most awaited of road-racing games? Lovingly crafted by the CS Team (who were responsible for the epoch-making Sega Rally!), Daytona DCE is a super-accomplished road racer taking elements of the original and adding dollops of new stuff. As you shall discover when you see this brilliant demo.

### VIRTUAL ON

Big robot-busting action! AM3 returns to the Saturn in true style, with an apocalyptic excursion into arcade-perfect territory! The original arcade game required Two Model 2 arcade boards to handle the power of this awesome title and as a translation, it's almost perfect on Saturn, replete with the brilliant two-player mode of the coin-op! This, and more, YOU shall discover when you check out the FULLY PLAYABLE DEMO next month! In the meantime, you can enjoy more Virtual On by examining page 10 of this journal, where we interview AM3 and get the full nitty on the game. Information direct from the horse's mouth - courtesy of SEGA SATURN MAGAZINE, of course.

### TOMB RAIDER

It's out in the shops now and it just happens to be the greatest arcade adventure available for the Saturn... a fact that will become obvious when you see our BRILLIANT PLAYABLE DEMO, forming part of our demo CD next month. Witness the full power of Core Design's greatest ever game for yourself with the aid of next month's SSRI!

### SEGA WORLDWIDE SOCCER '97

Forget every 3D football game you've ever played on Saturn, PlayStation, PC... anywhere! Sega have produced what, without exception the best soccer game in the known universe. The best graphics. The best playability. All of the options you'd want. It's frankly amazing. And on the demo disc, IT'S FULLY PLAYABLE!



ONLY  
£3.99!

## ALSO INCLUDING NON-PLAYABLE DEMOS OF..

### FIGHTING VIPERS

AM2's pseudo sequel to W2 - amazing stuff!

### VIRTUA COP 2

The best gun game ever. And that's a fact.

### DARK SAVOUR

All-new adventure from the creators of LandStalker. It's a stunning RPG!

### NIGHTS

Check out the stunning nature of the Sonic Team classic.

### BUG 2!

Fastest, funnest, bestest Bug's back!

### AND MORE!

The full line-up of Sega Flash Volume III has not been set at time of going to press - the content may change on the final disc.

## HOW DO I GET IT?

Remember all the hassle you had getting the last demo disc? Well, put all fears of a repeat of that horrible experience out of your mind. Completely. EVERY ISSUE of SEGA SATURN MAGAZINE will have a demo CD on the cover and all at the bargain price of £3.99! Rejoice, all ye faithful!



## EDITORIAL

Editor: **Michael Lindhorst**  
Art Editor: **Dave Skibell**  
Deputy Editor: **Rob Night**  
Features Editor: **Rod Armitage**

Contributors: **Geordan Barrett,**  
**Thomas Van Galen, Jim Lomas**  
Japanese Column: **Wesley Harwood**  
Cover Art: **AM 889 Dept. de**  
Graphic Illustration: **Wesley Harwood**

## ADVERTISING

Advertising Manager: **Alan Newman**  
Deputy Advertising Manager: **Chris Pavesi**

## MARKETING

Head of Marketing: **Wiktoria Wilkowska**  
Production Manager: **Paul Lane**  
Marketing Manager: **Alex German**

## ON BOARD

Publisher: **Andy McVittie**  
Executive Publishing Director: **Sarah Jones**

## OFFICE

Systems Manager: **David-Clive Lowrey**  
Systems & production co-ordinator: **Scott Best**

SEGA Editor: **Mark Maclean**

Editorial Contact: **Philipp Grant,**  
30-32 Kensington Court, London, W8 5AH  
Telephone: (0181) 993 8900  
Fax: (0181) 993 8900

Contributors: **BBC Production**  
Printing: **Guyana Press and Sportspress**  
**Hullborough**

Sega Saturn Magazine is an official licensee. However, the views expressed in this magazine are not necessarily those of the publishers or of Sega.

Although we take great care in ensuring the accuracy of the information contained in this magazine, the publishers cannot be held responsible for erroneous information that may occur.

Copyright 1999, EMAP Images/Sega.

Reproduction in whole or part without prior written consent from the publishers is strictly prohibited.

Sega Saturn is a registered Game Gear, Master System, 32X and Sega CD are trademarks of Sega Enterprises Ltd.

## Competitions rules

EMAP Images and Sega staff and their families (excluding staff) are prohibited from entering any Sega Saturn magazine competition. The editor's decision is final and no correspondence will be entered into.

We regret that we cannot cover the competition personally, or by telephone, sorry.



SEGA SATURN MAGAZINE USE



TO TEST ALL SOFTWARE

## COVER STORY

### 38 VIRTUA COP 2

Just in time to find a place on your Christmas list comes one of the most eagerly awaited sequels of the year. Dust off that Virtua Gun because Virtua Cop 2 is here. And the bullets are flying in our rite page showcase showdown, as well as the exclusive reveal!



## COMING SOON

### 14 KRAZY IVAN

Beginning what's something of a robot fest in this month's Coming Soon section is the surprise arrival of 'Pogoprog' mech combat game, Krazy Ivan. Get those furry hats on and less gleeful goodbye!



### 18 VIRTUAL ON

We had loads of phone calls about Virtual On after last month's coverage asking for more information on the game. And being the accommodating souls we are, we're more than happy to oblige.

## COIN-OPERATED

### 90 STREET FIGHTER EX

No! You'll never escape the Street Fighter! Forever will they rule your destiny! Or at least if you're frequenting an arcade that is, because this month's Coin Op section sees the very cool looking Street Fighter EX, and this time they're in 3D!



## SHOWCASES

### 48 LOBOTOMY INTERVIEW

The team behind the brilliant, Eshamed talk about how on Earth they managed to make it so good, as well as looking to future ambitions for Saturn software.

### 50 CHRISTMAS NIGHTS

The NIGHTS hype has barely died down and already there's a novelty special edition in time for the winter festivities. Hunt down presents in the game for some very special surprises!

### 52 BUNOLES OF JOY

We don't realise the kind that you have in a playground with about fifty of your mates, but the kind of hardware/software bundles retailers are putting out to catch the Christmas market. We look for the best deals.



### 56 DAYTONA GCE

On the road again with the new racing extravaganza from Sega. With the game now complete, we've got eight pages of high adrenaline gear changing and frantic steering, as well as the review a bit later on.

## SUBSCRIPTION RATES

£6 £33.00 Annual Europe £46.00 Annual Zone 1 £73.00 Euro £45.00. These rates include postage and packing.

## SUBSCRIPTION/BACK ISSUES ENQUIRIES

Team: Subscriptions, Lower House, Lathkill Street, Sovereign Park, Market Harborough, Leics. LE16 9EF. (01830) 435360



56



50



74

5

#### PREVIEWS

- 22 COMMAND AND CONQUER
- 24 TETRIS PLUS
- 26 MIGHTY HITS
- 28 THE INCREDIBLE HULK
- 30 BREAK POINT



32



22



82

#### REVIEWS

- 66 VIRTUA GOP 2
- 68 DAYTONA GGE
- 70 AMOK
- 72 STREET RACER
- 74 HAROCORE 4x4
- 78 CHAOS CONTROL
- 78 THREE DIRTY DWARVES
- 80 BLAZING DRAGONS
- 82 GRIMEWAVE
- 84 PGA TOUR GOLF



84



70

#### REGULARS

- 06 NEWS
- 34 LETTERS
- 38 Q & A
- 65 REVIEW INDEX
- 86 TIPS
- 96 OUT NOW
- 98 NEXT MONTH

#### PLUS!

- 88 SHINNING WISDOM Q & A





# NEWS

**E**xclusive has been piled upon exclusive in this frankly spectacular issue. Don't believe me? Check out the first Virtua Cop 2 review, full-on interviews with Enhanced creators (including plus the AMG Virtual On producer Mr. Juno Watan), and twice at the certain incredible news about Quake also found on these pages! There's a huge review frenzy plus some the greatest showtimes and we have what has come to be known as "Masters' Coverage". The mag's been pretty much transformed in the last couple of months and this is set to continue thanks to the sorry departure of Rob and RAD this issue. That means new blood and yet more change, hopefully for the better. The cover-mounted CDs are also set to become more regular, hopefully every three months. Beginning with the next issue (again, hopefully). Fingers crossed eh?

*Speeches via tandem cover!!!*  
Richard Goodletter, Editor



# QUAKE: EARTH-SHA



Most of Quake's mystery will be fuelled to Doom players, but the all-new lighting goals (Doomer-like) is a great new addition - it tries the opposite!



**J**ust as we were sending this issue of SEGA SATURN MAGAZINE off to be printed, we discovered some incredible news - id software's Quake is in development... and apparently it's going to be on Saturn only!

Quake is the undisputed king of PC games at the moment, selling untold hundreds of thousands across the globe. The next step in 3D shoot 'em ups, Quake takes Doom, gives it a full 3D environment, more advanced texture-mapping and lighting effects and boosts the realism still further. It's the only PC game worth playing at the moment, in our hallowed opinion. In terms of gameplay, Quake remains very similar to Doom. You start the game kitted out only with a small bore combat shotgun and your job is to work your way through each level, collecting extra weapons like double-barrelled shotguns, grenade launchers and rail guns and using them to battle a horrific array of demonic creatures.

Various flying slug-like creatures, zombie soldiers, fiends and lightning throwing "Shamblers" are just some of the many creatures standing between you and the exit of each level. If it all sounds perhaps too Doom-esque for you, you just have to see the game in action to witness why this game is so much better. Rather than just have a series of rooms next to each other perched at different heights (as in Doom), Quake is like Enhanced in that it can have rooms above rooms, allowing for some superlative true-3D action. The graphics are also much better - torches light up the walls, realistic shadows are cast - that kind of thing. These shadows are realistic too - meaning that you can hide in them (great in multiplayer).

However, the best thing about Quake is the sheer plausibility of the game - id software are the greatest development house in the US and they concentrate on gameplay above all else. During development of the PC game, they stripped out middle coin crystals and better graphics routines simply because they distracted from the gameplay. Hopefully we'll see this commitment to gameplay and plausibility replicated when it comes to producing the Saturn version.

## EXCLUSIVE FOR SATURN!

The exact nature of the deal that Sega have struck is still clouded in mystery with some sources saying it will be a total Saturn exclusive (that is, if all goes to plan, there will be no PlayStation version) and other rumours indicating a hefty window of exclusivity. Whatever the case, you'll read about it first in SATURN MAGAZINE. At the moment, few details



As well as incorporating far superior backdrops, Quake's main protagonists are full-on textured-polymer horrors that splatter most accurately when blown apart with grenades or rockets!



# TTERING NEWS

have emerged on the state of the Saturn game.

Sega of America have entrusted the game to an elite programming team and they're working on making the game as close to the PC original as is humanly possible. Unfortunately this means that we've had to use PC screenshots for this piece, but hopefully the Saturn version shouldn't be much different at all. Enhanced shows that the Saturn has more than enough power to produce an awesome rendition of Quake, so hopes are high for an excellent translation.

Not surprisingly we'll have first discs on the game when the Saturn code does appear, so STICK WITH US! The game should be out on Saturn around Easter 1997.



## THE MULTIPLAYER QUESTION

The great news is that the Saturn game should boast multiplayer action. Quake was designed primarily as a multiplayer experience - in this game mode, the levels are cleared of all monsters and extra weapons, power-ups and ammo are dotted around. The basic aim is to collect these and blast the hell out of your opponent, racking up the "flags" left, right and centre.

Compatibility with the Saturn NetLink seems to be pretty much guaranteed, meaning that you can play Quake over the internet, although just how many players can connect (the PC version supports 16) remains a mystery for the moment. Link-up cable alternatives would be much appreciated (it's in Doom and Heretic after all) but nothing's been confirmed yet. Regardless, you should be highly excited by the news that the greatest multiplayer game in existence is coming to Saturn!



Quake is multiplayer in the best game ever. Let's hope the Saturn can support more than one opponent!



## WHERE IT BEGAN

Although Quake arrived two-and-a-half years after Doom, many of the game stars being created before Doom was even begun. Originally conceived as a first-person perspective action role-playing game with huge multiplayer facilities, Quake first appeared on PC in the form of a "deathmatch test". Were you could play multiplayer only on three special maps designed. Despite being far from complete, the test showed off the graphics technology really well and made for some brilliant multiplayer action.

## THE SHAREWARE RELEASE

Quake was finally released in a near-final form on PC in July. It was the masters of shareware software - that is, they release a portion of the game for free over the internet and then take orders over the phone for the majority of the game. Even in its shareware form it was possible to play Quake over the internet and have access to high levels.

## THE WINE MICH MALLS CONNECTION

Quake features music and sound effects from the most famous jazz rock band - Great Bear (de fact, he is MR - the "bear" are merely formed for his hours). For Quake, he contributed a huge range of amazing ambient sound effects along with some atmospheric music pieces, more ambient than musical. The collaboration between id and MR came about due to a mutual appreciation of each others' work. Great Bear supplied all of his music completely free of charge, although there's the possibility of a later commercially available Quake music CD in the future. There's absolutely no reason why all of the info from the PC game shouldn't make it into the Saturn version.

## THE FULL VERSION

A couple of months after the shareware game was released, id finally completed the entire game, which was launched in 60 territories for a European release. Additionally, it was put in charge of all console translations...

## QUAKE... THE FUTURE

By the time you read this, the next chapter in the Quake story will have unfolded. QuakeWorld is a new enhancement for Quake internet play. Because of the nature of the internet, Quake can be pretty slow to play on a normal modem connection to the Net. With QuakeWorld, id has refined the game solely for internet play, speeding up the connection immensely. Quake Times has also focused on the Net - here, Quake players team together to take on other teams in 30-60 deathmatches. The main QuakeWorld server keeps track of every single kill over the Net, compiling statistics continuously.



## HMV CHARTS

Week ending November 2nd



If you would like to see your chart feature, send in your top ten to **SEGA CHARTS, SEGA SATURN MAGAZINE, PRINCE COURT, 30-32 RAVENHORN LANE, LONDON EC1R 3AF**. Anyone who has their charts printed will receive a game for their trouble! Matthew Wilson, a game is making its way to you!

HMV CHARTS		SATURN MAGAZINE CHARTS		LEADER CHARTS	
1	Sega Worldwide Soccer '97	1	Virtual Cop 2	1	Sega Worldwide Soccer
2	Tomb Raider	2	Christmas NIGHTS	2	Exhamed
3	Fighting Vipers	3	Virtual On	3	NIGHTS
4	Night Warriors	4	Street Fighter Alpha 2	4	Sea Boss Fishing
5	Alien Trilogy	5	Fighting Vipers	5	Athlete Kings
6	NIGHTS	8	Sega Worldwide Soccer '97	6	Bubble Bobble Park
7	Virtual Cop	7	Exhamed	7	Blam! Machinehead
8	Bubble Bobble Park	8	Rainbow Islands	8	Alien Trilogy
9	Athlete Kings	9	D Daytona GCE	9	Virtual Fighter Kids
10	Blam!-a-Move 2	10	Tomb Raider	10	Destruction Derby

## GOODBYE ROB AND RAD

I first met Rad on Automatic when he came for his interview on the original (and best) **MEAN MACHINES**. Although he was a bizarre-looking 13-year old self-stacker with no dress sense, both myself and Les Eganall were super-impressed with the quality of his writing. Much the same was true when a certain "Robert Night" interviewed for Staff Writer status on **MEAN MACHINES** just a year later. At that time, the mag and its staff were the kings of all they surveyed. Gamepress presents dropped onto their knees before us. The son didn't bloody go down until we told it to. There was nothing we couldn't do. Apart from getting a decent wage (even though the mag's profits were in the millions). Over the years, through their writing, these two lads have contributed immeasurably to the success of our comex magazine (apart from when Rob disappeared for three years to die a degree). And now they're off! Disappearing into the real world, no less. After the inevitable whinge uncovered my secret scheme to seize the Power Genes and conquer the world, Rob's now been called to the Czech republic to write for the Prague Post (I'm not making that up). Young Rad on the other hand moves across to **EMAP** Media to become Reviews Editor for popular music journal, **Select**. So, good-bye... is good-bye and all to them... Which leads me on these bits.



### WANTED: DEPUTY EDITOR

With the departure of Rob I require a second-in-command to lend a hand on the good old **SEGA SATURN MAGAZINE**. You will have at least a couple of years' experience of magazine journalism, have a huge unquenchable enthusiasm and (preferably) solid knowledge of videogames, especially the Sega ones. And you will be good at them too. Superlative organisational skills and likeable personality are also musts. If you qualify on all counts (emphasis on ALL) write to me at the address below marking your envelope **DEPUTY EDITOR APPLICATION**.

### WANTED: STAFF WRITER

A talented young thrusting writer is required for duty on **SEGA SATURN MAGAZINE**. An encyclopaedic knowledge and genuine liking for Saturn games is requested and required along with a sound grasp of the English language. Qualifications? A-level standard English is a good start, and history can help too although neither is really essential (being good at games is. Experience? Again, not essential. It's ability, drive and commitment I'm looking for. Age? You'll almost certainly have to be 17 or over. Send in a CV along with examples of your work to me: Richard Leadbetter, at STAFF WRITER APPLICATIONS, **SEGA SATURN MAGAZINE, PRINCE COURT, 30-32 RAVENHORN LANE, LONDON EC1R 3AF**.



## DESCENT IS SENT DOWN

Some time ago we featured a news article suggesting that **Descent**, the first-person perspective shoot 'em up, was due for a Saturn release. The publishers responsible, Interplay, have since informed us that **Descent** has been scrapped. The reasons for this would seem to be an irresponsibility in trying to port the code over from the PlayStation, with the resultant effect that the programmers couldn't really be bothered with it anymore. Oh well, there's plenty of other interplay stuff on the way instead. Most of it is found on these news pages.

## SHINY GO WILD!

The words 'dysfunction' and 'Teenager' tend to go hand in hand, but when Wes, your typical self-centred just-ratting teen, finds himself cast into another universe, he's quick to come to his senses and gives up his irresponsible activities in favour of saving the universe. Hooking up with eight teen aliens to make **The Wild Nines**, they engage in battles with their arch-enemy, **Karr**. Published by Interplay and developed by Shiny - those responsible for **Earthworm Jim** - this is a platform shoot 'em up with all the trimmings. There are plenty of weapons including a telescopic staff that Wes uses as both a martial arts stick and pole vault. The back drops are all in interactive 3D, and there's an impressive 60,000 frames of animation. Whether this is the kind of game to match the likes of **NIGHTS** is another matter but we'll keep you posted on the game's progress.

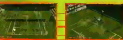




Tennis  
Between TWO People  
Is A  
Beautiful  
Thing



Between  
Eight  
It's  
Incredible.



3 COURTS SURROUNDED BY  
DIGITISED SOUND EFFECTS  
AND MUSIC.

FULLY MOTION CAPTURED  
PLAYER MOVEMENTS.

8 CHARACTERS + SPECIAL  
HIDDEN CHARACTERS.



REAL-TIME 3D GRAPHICS.

EACH PLAYER HAS SPECIAL  
AND UNIQUE 'COMBO' MOVES

REAL-TIME ACTION REPLAYS





## ADIDAS FOR SATURN

Football fans across the country are right now enjoying Sega WorldWide Soccer '90, the undisputed king of soccer sims. Some might even call it the best football game ever. Well, the choice of fine quality sims looks set to continue as Progress continue to roll out their PlayStation catalogue onto Saturn. Adidas Power Soccer was the well-received PlayStation soccer title released earlier in the year, it has the usual stuff - full 3D graphics, lovely motion capture. However, it also includes some pretty spectacular special moves, designed to lift the game from sim status into the heady realms of a arcade gameplay.

Whether it can match the brilliance of WorldWide Soccer remains to be seen, but there's a huge gap between the two games' releases - Power Soccer is due in March 1997.



Adidas Power Soccer before all the usual 3D and motion capture gimmicks...



...as well as a high, somewhat bewildering array of camera angles.

## JOLLY HOCKEY STICKS

They slip, they slide, they're knocked on their sides! They're ice hockey players (well, your own "punk" gag here), and the latest installment in this seemingly inexhaustible game comes courtesy of EA. NHL Hockey follows along very similar lines to previous iterations featuring all of the trappings in the league, loads of play options, plenty of camera angles, the ever-present replay facility and even the classic party American commentary with mandatory expletives who's probably a familiar face to Americans. Anyway, it's looking pretty smart at present and due out before Christmas so we'll be bringing you a review and match.



# BLOCKBUSTER CHARTS

### TOP TEN VIDEO GAMES

- 1 EXHUMED
- 2 NIGHTS ➔
- 3 DESTRUCTION DERBY
- 4 ALIEN TRILOGY
- 5 GUARDIAN HEROES
- 6 WIPEOUT
- 7 PANZER DRAGON 2
- 8 ULTIMATE MK 3
- 9 TITAN WARS
- 10 TRUE PINBALL



### TOP TEN RENTAL VIDEOS

- 1 TWELVE MONKEYS ➔
- 2 BIROGAGE
- 3 TOY STORY
- 4 GET SHURTY
- 5 HEAT
- 6 CASINO
- 7 TRAINSPOTTING
- 8 JUMANJI
- 9 SUDDEN DEATH
- 10 FATHER OF THE BRIDE 2



### TOP TEN RETAIL VIDEOS

- 1 TOY STORY
- 2 COLOMEYE ➔
- 3 LORD OF THE DANCE
- 4 BRAYNEART
- 5 101 DALMATIANS
- 6 SEVEN
- 7 APOLLO 13
- 8 MR BEAN BEST BITS
- 9 JERRY CLARKE'S INSIGHTS AND WISDOM
- 10 GASPER



BLOCKBUSTER VIDEO

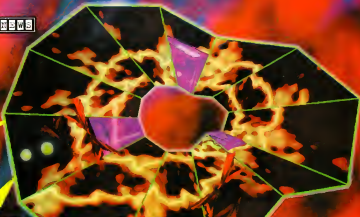


# THE BLACKHEADS

# OUT NOW ON TAPE.



IF YOU'RE SERIOUSLY INTO BLACKHEADS, AND YOU'D RATHER NOT BE,  
CHECK OUT NEW **OXY BLACKOUT**. IT HAS SPECIAL STICKY TAPES  
THAT **LIFT OXY BLACKHEADS** GENTLY. **BLACKHEADS? OXYCUTE 'EM!**



## TEMPEST 2000: BRILLIANT

Retro games have definitely come into vogue, due to no small part to the widespread use of our very own Sega Saturn — namely, if one star publication CNG will name him as the lovable resident in the Computer Game Awards, when Dave found out that Tempest was coming to the Saturn he got all giddy and started writing lyrical about the good old days of shooting games. Tempest was originally released by Atari into the arcade, and it could be one of a player being one of the first games to use vector graphics. Since then, it made the transition onto all the major home computers knocking about in the early 1980s, and

a few years ago established itself in the Japan.

Now it's being re-released on the Saturn by Interplay, and it's almost identical to the original, and even comes with the updated Tempest 2000 included. In terms of playability things are pretty simple, the player shooting at enemies along various levels arranged in a general 16 stages. There's even the chance to take on an opponent in two-player mode. We'll have more on this next month if we can ever get done off the Saturn.



John Madden called this on the Japan...



... it's the only reason to own the Saturn...



... and it's already identical on Saturn...



... and it's a brilliant game in its own right!

TEAM	ATT	YARDS	AVG	TD
THE COWBOYS	4	7	1.7	0

John Madden returns yet again. At least it's an all-new game this time, eh readers?

## MADDEN ON SATURN

We have pulled out the stops this month where sports sims are concerned. As well as PGA Tour Golf and NHL Hockey, we've also got John Madden '97 for our personal like. Its other two sports sims, this is due to be released in December: it features all of the elements that made the game so popular in the first place — all the teams, loads of play options, multi-player mode et al. The graphics are better than ever and it looks like the game has lost none of its addictive quality. It's also got a really smart intro sequence. As with NHL Hockey '97 we'll be bringing you a review next issue.



# GRID RUN



Scream through 57 rounds of  
**BLOOD-PUMPING, HEART-POUNDING, MIND-BENDING**  
mazes in this sci-fi, hyper-speed chase. Grid Run will keep you  
guessing, gaming and going for hours.

"It's rather **REFRESHING** to find a game that relies on nothing but **PURE GAMEPLAY**...  
there really is nothing like it" - **SEGA POWER**

"Blindly **ADDICTIVE**" - **PLAYSTATION POWER**

"The most **ORIGINAL** and **ADDICTIVE** 2-player game **EVER**" - **SEGA SATURN MAGAZINE**



WINDOWS 95



Radical  
ENTERTAINMENT

PlayStation and PlayStation 2 are trademarks of Sony Computer Entertainment Inc.

SEGA and SEGA SATURN are trademarks of SEGA CORPORATION

© 1999 Virgin Interactive Entertainment Ltd. and Radical Entertainment Ltd. All rights reserved. GRID RUN is a trademark of Virgin Interactive Entertainment Ltd. and Radical Entertainment Ltd.  
Published by Virgin Interactive Entertainment (Europe) Ltd. Virgin is a registered trademark of Virgin Enterprises Ltd. All rights reserved.



About a year ago now, Psygnosis released a game on the PlayStation called **Krazy Ivan**. And like Psygnosis' other titles **Wipeout** and **Destruction Derby**, it looked very impressive. Well now it's just turned up on the Saturn! Out of nowhere!

**I**n the old days - like about seven or eight years ago - the Russians were the best life enemies of the beloved Free West. Now of course they're great mates of ours because they've got a MacDermald packed in the middle of Moscow. After all the fun of the arms race who'd have thought the outcome of the Cold War would be a toe up between nuclear Armageddon or a cool creaky happy war? What a fuzzy old world it is. Ha Ha.

If there was a return to the old days, the sight of Krazy Ivan strapping into a mech-warrior would probably be enough to have Ronald Mac clanking his way back to Tasksville. Then again, we'd probably have Russian fast food instead - something like Burger Proletariat or Think Stalin It's Friday! But fortunately for both East and West, all this is entirely hypothetical because what we're talking about here is a console game!

That's right! Seemingly out of nowhere up pops Krazy Ivan, another of the big Psygnosis titles that made a considerable splash on the PlayStation and has since been given the conversion treatment. If you're not familiar with the game it's a simple enough shoot 'em up. As the Zerkie, Krazy Ivan, you step into a huge robot-mech warrior type thing and do battle across the globe against all the usual military hardware and a number of other military robots, equal if not bigger than you. To help you out you have a support team that pop up in FMV to keep you informed, and a vast supply of weapons.

Krazy Ivan got a bit of a mixed reception on the PlayStation, celebrated for its amazing graphics and damned for the somewhat easy gameplay. However, it was released

about a year ago and since then Psygnosis have been responding to the various gripes and suggestions put forward by gamers like you and yourselves. What this means is that everything should be just about perfect in time for its arrival on the Saturn. We say should be because so usual in a Coming Soon we don't want to give too much away. The game's release in December however means we'll be scrutinising it intently in our review next issue. But you can't wait eh? Well, the game was originally scheduled for a March release - it's been brought forward especially!



Seemingly out of nowhere pops Krazy Ivan, another of the big Psygnosis titles that made a considerable splash on the PlayStation



A couple more random shots of Saturn's Krazy Ivan, taken from our new helping articles. And they are impressive, are they not?



Krazy Ivan is just another Saturn conversion from the studios of Perfect - a development house that has recently expanded after the success of previous Psygnosis translations, **Wayfare** (and **Red**) and **Destruction Derby** (convenient, but pretty rubbish).

**TO THE SOURCE**

After you've successfully subdued the enemies on each stage in *Blaze*, look for some extra, hidden red objectives. The first mission objective is to bring the main power source and then rescue your partner if not in a choice of including the enemies. A glowing red protects the power core, but ultimately this pops up over and then leaving the over halfway to be attack. Ultimately you can simply shoot at the red ball with a laser beam to set on its objective failure.

**MAYDAY PARADE**

Robots aren't stupid you know, and being actually quite sharp and on the ball, they realize that there's no point in having a much-warrior without some weapons to do a little war with. As a result of this (include first-aid, your robot comes fixed out with the latest in state-of-the-art ammunition inventory. Here's a look at some of the goodies you can expect:

**LAZERS:** Cut in a rather attractive purple hue, the laser is devastating, providing a constant blast as it does, but also somewhat short lived.

**VOODOO BOMBS:** Despite its sticky name, the Voodoo Bomb is a brush plain and simple. You'll want to stand well back after throwing it because it's very powerful.

**PLASMA CANNON:** The Plasma Cannon is more lethal than the laser, firing short bursts of destructive energy. It's also trickier to use.

**BEAMS:** The Beam is perhaps the most impressive of your special weapons and best kept for use on either the enemy shield or very tough enemies.

**MISSILES:** The good old' humble missile will take care of your big standard enemies. Unfortunately it has no homing facility which means you have to aim.

**SCYTHES:** This is an average laser beam of sorts, its main advantage being the ability to self target, something that makes it useful for pre-emptive strikes.



Here's a definite "boom"



As enemies bloom shortly...



Well, at right time, might not.



Get them and you can't miss.



Boom. Another big explosion.



Brag has enemies spectacularly at the gun's end.



Brag has enemies in the old fireworks department.

Pygnosis have converted across everything from the PlayStation original - even the game **etc** - which can't be bad



A real caveat of pretty does include Brag has active - all shots surrounding this engine are from the future series. Pygnosis appear to have done a good job with the conversion etc





Krazy has fire upon an enemy target. It explodes in a very nice style. A pattern for many of these screenshots, it would seem.



**FRIS AT LAST!**

As with all the single enemies, you can't get them using one of your main weapons like the fist. There's also the problem of finding openings. You see, because their reactions are huge, they also make unbelievable enemies who've been conditioned up, not only they won't blink in a cluster during the course of your battle, it's a bit of a mystery but it's quite nice all the more.



**WASSERNAME!**

That requires, as we all know, have a habit of being a bit of a work of time. They're usually slowed with full-fledged heavy types dependent on a look to this rating world. Krazy has a particularly nice explosion, and while it looks pretty decent, the staff favorite secret that an individual in this area are pretty well-known. The star-giving enemy you will make however, that it has a function like the stages of that woman from the Game Market Database. The star moved up in this area — you have the job rings with the hole for the light. Can't remember her name though. Well, it's called as what it is.

**BLIMIN' MACH!**

There are a total of five different mecha units in Krazy Force — Russia, South Arabia, Japan, North America and France. As well as the usual assortment of intellectual military hardware and infantry fodder, you'll also face more challenging opponents in the shape of other mecha-warriors. There are three or four on each stage and they all possess their own unique shape and style, as well as a personalised arsenal. Here's a look at one from each stage:

**RUSSIA — BUDOKO.** Dave our illustrious art editor will love this particular mecha-warrior because he's a bit like a gnat. He lifts himself up onto his huge mechanical flat-type things and then chucks bolts out of his feet. There's no sign of human the size of submarines though. Shame.

**SAUDI ARABIA — BROW.** Rather an unusual mecha-warrior this one. It moves about on all fours and resembles a tiger, right down to the orange and black stripes that coat its body. It also rejects firing missiles in favour of punching an eye.

enemies making it quite difficult to target.

**JAPAN — COLOSSUS.** As his name suggests, Colossus is a huge robot, relying mainly on his bulk to attack opponents. One of the things to watch out for as far as this chap is concerned is the lowering of his head which means he's about to cease a ramming in your direction.

**NORTH AMERICA — GRANITE.** Granite resembles a jellyfish, what with its splendid retractable legs. It's very good at protecting itself by burying itself in the earth and firing energy blasts your way. The best thing to do with this chap is to find something convenient to hide behind and then shoot at it when it raises itself from the ground.

**FRANCE — BUREAU.** An invertebrate mecha-warrior this one, and pretty damn tough as well. It will happily fly about you breathing away making your job of targeting it that bit harder. It also has a penchant for punching too. But when you manage to destroy it, the explosion is most satisfying.



As you can behold from this quartet of screenshots...



... the range of Mechs you're up against in Krazy Force...



... is pretty impressive. And the 3D modelling is well up to...



... Polygon's usual standards. Excellent stuff indeed.

The resolution's down from the arcade, it's not as smooth and some detail is missing. Despite this, Virtual On is still shaping up to be a conversion to the same class as Sega Rally or Fighting Vipers - is AM2



This month we take the lid off the various two-player modes available in Virtual On. As well as the Sega Rally style split-screen mode, there's also a vertical split, which is really rather splendid indeed.

# Another month, another new version of virtual On - the robot battling game that's shaping up to be an excessively good arcade conversion. Still what do you expect from AM3? For the latest details on this brilliant title, look no further!



**I**n last month's lovely edition of SEGA SATURN MAGAZINE you were privileged enough to get the full lowdown on AM3's Virtual On, as it stood then. In its 40% complete stage, the game seemed pretty much complete in its one-player incarnation, with preliminary Saturn versions of all the arenas and robots included. AM3's biggest aim was to incorporate all of the gameplay from the coin-up, and even at this early stage, they had accomplished that wonderfully. And that's of the 40% complete stage!

So what now? With a great conversion already in the bag, where do the conversion team go from now? Well, all Virtual On arcade units are two-player, and it's in this area of the game that the team are now concentrating their efforts.

In the last version of the game, a two-player mode was evident (a split-screen affair similar to Rally), but the team have now gone into overdrive. It is now confirmed that a NetLink mode is being included for use with the new modem/Internet package, and AM3 are not ruling out the possibility of compatibility with the link-up cable.

Most people though, are going to be making use of the split-screen two-player mode, and in this regard AM3 have not let their fans down. The Rally-style horizontal split-screen is good, but the latest version of the game includes a vertical split, which in our opinion is

even better!

As we have said in the past, Virtual On remains a top priority project in Japan, where the original coin-up is a lot more common and indeed more popular than many other games. The legendary Sega Saturn Magazine's Reader's Most Wanted Page actually had Virtual On higher than Fighting Vipers for many months!

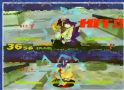
You can't really fault the work of the team - although the game has a slightly rougher look than the Model 1 original, the overall effect is uncannily similar to the arcade game. Although it's not as smooth (like Rally, the frame rate has come down from 60 frames per second to 30), it's still great, and as a genre concept, there's nothing on Saturn to touch Virtual On!

We should be stepping up the V On coverage in the next couple of issues, leading up to the review (which should hopefully be in the issue after next). Stay with us!



This is a great pic of the horizontal split-screen mode. The top robot is firing off its mega plasma blast (less for 50% lives) which runs down as player two (bottom).

All Virtual On arcade units are two-player and it's in this regard that the team are concentrating their efforts.



Yet more intense two-player action. The robots are a lot fun to hit.



We got the winning and losing poses on the two-player screens. Lovely stuff.



Despite the increased storage, Saturn Virtua On never seems to slow down in one-player mode.



## VIRTUAL ON INTERVIEW

AS PROMISED, HERE'S THE FULL MOUNTY ON THE MUCH VAUNTED VIRTUAL ON INQUIRY. OUR JAPAN EDITOR, WARREN HARRIS, VISITED AM3 AND TALKED AT LENGTH WITH MR JUNO WATAKI, PRODUCER AT AM R&D DEPT #3, WHO IS SUPERVISING THE CS R&D TEAM'S CONVERSION. FOR FULL DETAILAGE OF THE VIRTUAL ON DEVELOPMENT, READ ON...

**SEK:** What were your first thoughts when you started to convert Virtual On to the Saturn?

**JW:** The arcade version of Virtual On is using two Model 3 boards. Only in this way were we finally able to get the game up and running. Because of that there were a lot of insights as to whether or not it could be converted to the Saturn properly.

**SEK:** What were your main aims for converting Virtual On to the Saturn?

**JW:** When all is said and done, because it is using two Model 3 boards this game is working fairly hard. So we thought that trying to convert it to the Saturn, keeping everything at that level of quality, was impossible. In particular because of the problem of the resolution. The arcade version is running at a resolution of 448 but as you'll expect on the Saturn the screen looks a little coarse doesn't it? For this part of the conversion, no matter what you do, there's no way around it so it can't be helped. However, the linking of the game is very good and to that respect it's a perfect conversion. Visually it's come down a little but we're working to maintain the game's overall quality.

**SEK:** How did you retain the detail and speed of the



arcade 3D graphics to the Saturn Virtual On?

**JW:** Basically, it was very tough! There was no perfect solution. By transferring the scene (geometry data) and arcaded scene (graphics data) bit by bit we've just about managed to get to where we are now.

**SEK:** Did you use SGL 1.1?

**JW:** No we didn't, we're using our own program.

**SEK:** What solutions did you resolve from the AM3 arcade team?

Our wonder what happens if you're not a player for you.



**JW:** I gave them the complete scene program source and all of the modeling data and motion data for the robot characters. Everything was handed over to them.

**SEK:** Were you able to use any of the arcade program (for example, algorithms) for the game logic or has the game been completely rewritten for Saturn Virtual On?

**JW:** It wasn't possible to use it 100% but generally speaking it was fine.

**SEK:** Which part of the conversion is putting the biggest pressure on the team?

**JW:** The arcade version of the game uses two screens to fight doesn't it? Currently, we're trying to squeeze that game onto one screen. In order not to make this area of the gameplay unattractive for the Saturn Virtual On we're taking great pains. That's the main point.

**SEK:** Virtual On has some very spectacular weapons. Did you have any difficulty in converting any particular robot or weapons to the Saturn?

**JW:** Yes we did. For example, the robot Golden flies a laser but we really had our work cut out trying to figure out how we were going to represent the laser because its motion is so big. At first there was a delay when we tried to draw it on the screen so we had to rewrite it several times.

**SEK:** What difficulties were there in converting the various scenery to the Saturn? How did you overcome those difficulties?

**JW:** In the arcade version all the background scenery is represented as polygons. Each part of it is modelled. However, in the case of the Saturn, it just doesn't have the capability to display that many polygons

so with regards to the scenery it became a scaled image. At the time we were changing the scenery to the scaled version we had a lot of worry that there might be a sense of incongruity.

**SEK:** The game looks very close to the original arcade version. Was any compromise needed to



COMING SOON



SEGA producer Jens Wittén chooses the latest version of Saturn Virtual On and shows off a completed Pool Jockey!

**Q** In order to connect Virtual On to the Saturn?

**JW** With regards to the feeling of the game then there were no compromises at all. We really worked hard on that.

**SEI** The two-player mode is obviously one of the most important aspects of Virtual On. What types of two-player mode are you planning to include?

**JW** We plan to have two kinds of split screen mode. Both a left/right split screen and an up/down split screen.

**SEI** The split screen mode is obviously the most important to our readers. Since the graphics and game logic are effectively being processed twice as much, are you able to keep the same speed and detail in the game?

**JW** Pretty much as I think we have.

**SEI** Are you planning to use the link up cable for the Saturn Virtual On?

**JW** Tentatively we have a plan but we haven't decided when or in what way it will be implemented yet.

**SEI** Please tell us about the development of the new dual joystick Virtual On controller!

**JW** For the arcade version you can do all the operations with this lever. So, from the viewpoint of this generation's character, you'll expect the need for the players to play the game with the same kind of comfort. The origin of its development was in response to that.

**SEI** What disadvantages are there in using the ordinary joystick compared to



using the Saturn Virtual On controller?

**JW** For this game it's necessary to have to press a fair number of buttons so there's a possibility that the user might become a little confused. We did a test where we watched various people playing Virtual On with a pad. For those people playing Virtual On for the very first time it didn't seem that there was any feeling of confusion. However, for those few who had already become accustomed to the arcade

version, using the pad felt a little strange. So, for those users playing Virtual On for the first time there shouldn't be any problems in feeling of confusion.

**SEI** Can you see the Nintendo Game Boy controller with the Saturn version of Virtual On?

**JW** No, you can't. The original Virtual On used a digital input so it's not compatible at all with an analogue system.

**SEI** What plans are there for extra modes in the Saturn Virtual On? For example, are there any new hidden secrets?

**JW** We plan to include some interesting things into the Saturn version. The possibility for having robots that weren't in the arcade version is there.

**SEI** Considering the size and complexity of Saturn Virtual On, which aspects of the game are you most proud of, and why?

**JW** From the point of view of actually creating it, Virtual On was an extremely troublesome game. The typical Virtua Fighter like fighting game just has two fighters trading blows and that's all there is to it. However, with Virtual On you can be far apart and still be able to shoot at each other. In addition, the field of play has a high level of freedom without a wide area so just how you go about completing the game is very different.

The maximum number of shots from a single weapon is 30, but with two screens that becomes 60 shots flying around. Each shot's range and homing capabilities/shooters is created separately for each one. So for each shot we are calculating whether or not it hits the enemy, the floor, an obstacle or goes outside the field. While we're doing all of that we are also calculating their flight path.

And all this is done while the game is being played so there's an incredible burden on the CPU. If you consider those 60 shots hitting one big wall and then try to determine the outcome, the total number of possible combinations all together is about 60,000. Working out these possible combinations was an extremely troublesome matter.

**SEI** What percentage complete is it of the account?

**JW** At the moment about 90%.

**SEI** Will other games be able to use the new controller?

**JW** Probably. I don't know but I think they will. However, I can't say what those titles are.



If close range, the robots switch to plasma search, which inflicts huge amounts of damage.



A vast array of Virtual On screens is shown in this entire-packed picture. Except for the centre one which shows one of the robot's wheeling poses.



Hold on to your shorts little man.....  
here's your chance to play with the Big boys!



NBA  
JAM  
EXTREME



Hold on to your shorts little man - this is your chance to play with the big boys! NBA Jam Extreme takes Basket Ball to new heights, featuring ballistic graphics and ultra-addictive gameplay. Full 3D rotoscoping makes our 170 NBA superstars look prettier than the originals and now there's even more control from a range of killer 'Extreme' moves. You also get to eat clouds more than ever with an even wilder selection of anti-gravity, out-to-lunch monster dunks!  
Boomsakalaka! Don't look down!

**Acclaim**  
ENTERTAINMENT



The NBA and individual NBA Team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective Teams, and may not be used in whole or in part, without the prior written consent of NBA Properties, Inc. © 1996 NBA Properties, Inc. All rights reserved. Developed by Sculptured Software.

# COMMAND & CONQUER

Command & Conquer is one of the best-selling PC titles ever - and that's including *Skunny Kart*. Find out what all the fuss is about with the they-said-it-couldn't-be-done Saturn conversion from Virgin.

BY	VIRGIN
PRICE	TBA
STYLE	COMMANDING & CONQUERING
RELEASE	DECEMBER

## HI! I'M COLONEL CARPETBOMB!

*Command and Conquer* looks nice enough, but let's face it, the graphics aren't going to give *Panzer Dragoon* any sleepless nights. It is clear that that's all part of the plan makers, because this means the space saved on the CD can be put to other uses - like stacking loads of new level cut-scenes to break up the gameplay! They're absolutely ace looking and there are hundreds of them. Unlike many games which utilise this device, the cut-scenes in CnC actually do serve their purpose more than adequately.



That's something of a large rock occupying the lower pic. But that you can tell that because the spikes are weak.



"...And here's what I look like with my wig on my chief! Hehe!"

Since the dawn of time it has been man's ambition to rule all he surveys. Well, perhaps not. At the dawn of time, it was probably man's ambition to evolve fingers. And bottle openers. In fact, it probably took quite a while for man to get around to having an audacious ambition like conquest on his mind. Sometime after the ambition to have a mind, in fact.

However, suffice it to say that at some point it did become man's ambition to rule all he surveys, and man has been blowing himself up to that end ever since. Obviously as millions of peasants and other layabouts have attested, this is a pretty bad thing, and it would be better for everyone if we could find a way to curb these territorial tendencies. Well, Virgin think there's a better way. They reckon that if we all bought *Command and Conquer* for



An explosion rocks a building. No, fuck the house! I believe.



our games systems we could be as warlike as we like without causing anybody real physical harm. We could all just sit indoors and play at war with *Command and Conquer* until we've all eventually forgotten how to make bombs anyway. Well, they haven't actually said that's what they think, but it's what we think they might think.

The futuristic environment in which *Command and Conquer* is set pitches two well-armed sides against one another in the blue corner is the UN Global Defence Force, and in the red corner is the evil criminal supergroup *The Brotherhood*. One is intent on taking over the world for its own gain, whereas the other is intent on taking over the world for its own gain. And, in an unprecedented twist to the usual wargame format, you're allowed to play as either the heroes or the villains - so if you've ever had

In the blue corner is the **UN Global Defence Force**, and in the red corner is the criminal supergroup **The Brotherhood....**



In the drama, the full picture of GDF is displayed here.



All these big things you can barely see in the screenshots are the active elements of GDF. Soldiers, tanks and so on. You know the drill. Anyway, they kill each other.



The beauty of Command & Conquer's graphics shouldn't put you off. After all, your telly is much bigger than one of those screenbats. And it hasn't stopped PC owners from buying lots of copies. They are small though, baby.

a dream to rule the planet with a dead fist and enforce a reign of terror this is the game for you. Whoever you choose to play you're given a differing selection of weapons and technology. So it's like two games in one. Nearly.

The game itself, possible future saviour of the souls of our race, takes a ground-level look at mass conflict, by including a Sim City-style construction element along with the full-scale massacre. This brings home the likeability of war, man, because you spend ages building up your little civvies world only to see it ravaged and destroyed by your foes. Alternatively you can use your factories to roll out thousands of tanks and use them to crush all old-fashioned in your path. It all depends.

Command and Conquer has been out on the PC for some time now (since August last year, in fact) and

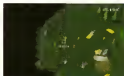


it received stazy good reviews on that format - especially impressive when you consider the amount of competition in the genre on that format.

We know for sure that you Saturn owners are hankering after a conversion, as we've had numerous letters sent in to Q&A requesting information on the possibility. Well as you may have guessed by this copious preview stuffed with Saturn shots, C&C is indeed heading for the Sega machine, and it'll be with you shortly. Just as soon as it's had its tea.



More C&Cvies in combat, aptly depicted.



Another mini-honey breaks out in C&C world.



One orders with a small cursor. That's the name of the game.



These shots carefully juxtapose the mechanical busyness of the first pic with the unbridled destruction in the second.

One is intent on taking over the world for its own gain,  
the other is intent on taking over the world for its own gain...



This is quite an exciting bit 'tween the ground level, actually. The boys in red or advance party to knock out some enemy defences, then a party of weak engineers send gliding into the revolving buildings to charge them to your side. It's dead good.

The lead Japanese video currently playing in the office is doing my head in. Turn down.

## COME TO LOVELY WAR!

If you want to go to war, you'll need to plan ahead. It's a case of your primary, secondary and tertiary industries, isn't it? You've got your primary element, raw materials, which means you've got to mine all the things you require for your secondaries - manufacturing. This means building and making things. And then, once you've got everything together, you can move into your tertiary - or service - industry, by providing a free euthanasia service to your enemies. So don't go expecting a simple game of mass leveling for masses.



# TETRIS PLUS



Who'd have thought that a game where you attach blocks to make lines which disappear to earn you points would have had quite the impact it has? Well someone obviously, otherwise they wouldn't have invented it and we wouldn't still be playing it! Sharcol

BY	SEGA
PRICE	£7.99
STYLE	PUZZLE
RELEASE	DECEMBER



If the blocks reach the top, then your game is over baby!

## THE STORY OF THE BLOCKS

Puzzle games are known for their lax story lines. Fair enough, it's pretty tricky to marry a succession of colored blocks with a coherent plot, but most titles don't even try. Tetris Plus isn't very different. Whilst there's an excellent explanation for the travels and travels of our heroes (they're looking for treasure in the old world), each actual episode starts with the same routine. Which is, predictably, "Oh no, how are we going to get past those blocks!" Still, at least they've made an effort. And it's all quite funny. And very well presented. You never know, the finished version might expand upon this principle.



## TAKE IT TO THE SEVENTH LEVEL

Level editors in games are always scary things, but you'd think are really really complex. Not so with Tetris Plus. The levels editor is simplicity itself. Simply place one square block at a time until the screen is how you want it (you can use a full palette of colours, too). Then set the height for the whittling rotary blade (the lower it is the less time you have). Position the Prof, select your first block to drop and you're away. Don't forget to save your screens, though, or there'll be tears before bed-time.



It's been around four years, and it's still widely acclaimed by everyone in the world to be one of the greatest puzzles ever. More popular than chess, more challenging than Operation, easier to understand than backgammon and more colourful than Twister. That's Tetris. The game which netted its Soviet creator a brand new 486 PC and made millions for the state. No games library is complete without the block matching option which is Tetris, or one of its many clones.

The latest screen slated for a Saturn appearance, has to be the coolest incarnation yet. Along with the classic Tetris game, there's also a stack of brand new playing options featuring two new Tetris characters. You see, Tetris is no longer the abstract game of shape matching - it's the story of the adventures of the scabby Professor and his lamby assistant. The jovial pair are off around the world hunting for buried treasures, and the only things standing in their way are lots of blocks. These blocks present themselves in various strange shapes and layouts, whilst the Prof stalks along their lengths. Drop a falling block on top of him and he'll climb it (déjà-vous). Make a gap and he'll fall through it (good). If you're clever you can solve the block puzzles which allow the little man to reach the bottom of the screen in time to nab the goodies. If you're not clever he'll be crushed by a whittling rotary blade on the descent. And night, if you're really

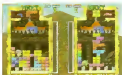
clever you can even design your very own Tetris puzzle levels. So the message here is be clever. Anyway, the level editor is a small new addition to the game which enables you to try and outwit yourself. So you'd better hope you're not some kind of twisted and notorious genius or you'll spend years curving your own evil machinations. Of course, the real fun lies in testing your mates with your bizarre puzzles to which only you know the true solution.

Obviously there are new loads and loads of puzzle games with the descending objects theme. Tetris Plus, though, does actually introduce some new play elements to the mix. At first, having the Professor wandering around your bricks just seems like a novelty, but it's actually the key to the Tetris Plus systems. Once you get used to the little fellow's blunderings it's a piece of cake to work out the thinking behind most of the set puzzles.

If it's isn't enough for you, there's also a two-player mode (in both original and enhanced versions). As usual in Tetris land it's a head-to-head contest to save the Prof (or fill your foes screen) first, with high scores handicapping you apparent.

All in all, Tetris Plus looks to be one of the most colourful and well presented puzzle games we've seen on the Saturn - and it's definitely the one with the most options. Hopefully we'll review a finished copy next month.

The game that netted its Soviet creator a brand new 486 PC and made millions for the State.



New this month the two-player game takes a bit less time to start there was only one of ending the scenarios. Besides, among you might be able to play two games at once but not us.



# BRINGS OUT THE YOB IN YOU



Revolutionary 8 player simultaneous split screen  
action for Playstation & Saturn (with multi-taps)

Up to 4 players for PC CD Rom\*

Up to 27 stunning 3D tracks and backgrounds

Superb gameplay options including micro mode,  
rumble mode and full multiple angle playbacks

Intelligent CPU cars that adapt to your ability

4 levels of difficulty vary from easy to crazy

ideal for both learners and masters

Loaded with hidden options and secret tracks

The essential racing and fighting kart game

**100% PURE GAMEPLAY**

\*Requires a 486 or higher PC with 16MB RAM

## STREET RACER

SO MAD, IT'LL DRIVE  
YOU ROUND THE BEND.

USE SOFT - Vantage House - 1 Weir Road - Wimbledon - London SW19 8UX - Tel: 0181 544 8600 - <http://www.ubisoft.com>

Ubi Soft



GAME BOY



©1998 Ubi Soft Entertainment. All rights reserved. Ubi Soft, Ubi Soft logo, Street Racer, and the Ubi Soft logo are trademarks of Ubi Soft Entertainment. All other trademarks are the property of their respective owners. Ubi Soft and the Ubi Soft logo are trademarks of Ubi Soft Entertainment.

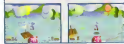
# MIGHTY HITS

So you don't know what to do with your Virtua Gun? You've finished Virtua Cop a hundred times, and since then your little brother has since commandeered it. Well get it back for Mighty Hits!

BY	SEGA
PRICE	TBA
STYLE	SHOOTING
RELEASE	DECEMBER

## RAFTED

This is one of the coolest games we've seen so far in Mighty Hits. The aim is quite straightforward really. A man is gradually descending into the sea with a bunch of balloons in each hand. In front of his feet is a raft. In order to land him safely on it, the player has to shoot the balloons in his left and right hands to steer him in. Full and the poor chap dressed!



**M**ighty Hits might sound like the name of a cheap mail-order-only festive compilation featuring classic tracks by Mötley Crüe, John Farnham and Mike and the Mechanics, but you can rest easy because there isn't a power ballad in sight. The title in this instance means hits from a gun – the Virtua gun to be precise. And the 'mighty' probably comes from the fact that there's about twenty odd individual games to choose from in this site package. You see, Sega in their infinite wisdom realise that owners of the gun might be feeling a bit jaded about the fact that they can only use it for Virtua Cop (or Chaos Control if you're desperate enough) and so decided to release



Mighty Hits to assuage some of your frustration. What great guys eh?

Each of the games follows a pretty simple concept, and there's a distinct Japanese style to the proceedings. The great thing is that two players can compete against each other meaning there's plenty of opportunity to claim your right to the Dirty Harry legacy. The other good thing is that Mighty Hits is going to be a bit of a bargain, retailing at a fairly modest £29.99. Whether it's worth the money we'll let you know next month in the review for now though. Let's take a look at some of these crazy shoot 'em up attractions.

Sega in their infinite wisdom realise that owners of the gun might be feeling a bit jaded about the fact that they can only use it for Virtua Cop...

## THE BLUE RABBIT

A mixture of concentration and accuracy here. It's a bit like that trick with the three cups and the orange ball where the cups are shuffled and you have to guess where the ball's gone. Instead of that one of four rabbits is slinged out as blue. Then then disappears when the rabbits shuffle themselves about. The player then has to shoot the rabbit they think was blue.





Shoot at the stage select as it flips through the myriad of games.



This is the two-player version of the ported game. Best looking.



Sometimes you win and sometimes you lose, but you gotta keep on shooting.

Each of the games follows a pretty simple concept, and there's a distinct Japanese style to the proceedings.



Why does it have to be Jack in my particular box eh? Why not Gideon, or Hammy? And why a hat? What about a jug or the or...



### MICE TRAINS

Not an unusual one this. Rather than doing what bullets traditionally do - move very fast in a straight line - the player has to land their bullets in cups situated on top of a toy mouse train. You earn mouse points for landing the balls in the little cups rather than the big cups.



### BOTTLES

There are some things about this bottle game that appear a bit strange, although we're pretty sure that the idea is to shoot all the corks off the bottles without shooting any of the bottles so I suppose it's up to you.



### JACK IN THE BOX

Pretty damn easy this one. A whole bunch of Jack in the boxes are arranged on the screen and the player shoots them as they pop up and down. This game is good for working on your ability to react quickly and accurately.



### SUNFLOWER AND BEE

This game seems a bit baffling at first. Three sunflowers are lined up, their heads and leaves rotating when you hit them. This doesn't really seem to make much sense until a bee turns up on the scene and then it's a matter of shooting at it as it buzzes about the flowers.



### PORTRAITS

Of all the games in *Mighty Hits* this one is the most unorthodox. A row of portraits are lined up disappearing into the distance. So far all we've done is shoot them all down which is pretty easy anyway, but doing this doesn't mean you win. 'Integrating' as Rich might say.



# THE INCREDIBLE HULK: THE

He's big! He's green! And my word is he mean! It's the Incredible Hulk, and he's not a happy fella because if he was a happy fella this game would be called 'Bruce Banner: No Saga'.

BY	GIKOS
PRICE	TBA
STYLE	PLATFORM
RELEASE	DECEMBER



In the opening part of the game the Hulk does battle with the Panther team who actually turn out to be his stone

## FADE TO BLACK

One thing you're probably wondering having looked at the screenshots is what all that darkness in the background is all about. This is a technique that programmers use as an alternative to having things in the 3D background suddenly pop up or disappear. Rather than a fade into black, some programmers choose to use a kind of fog or mist technique. The problem with *The Incredible Hulk* at the moment though is that there's just too much blackness, often taking up almost half the screen. The game is still only about 50% complete, so lets hope they work that problem out before it's made review material.



It's a shame that Bruce Banner never came across a band of wandering Hawke Krishna's on his travels. They'd seen sort out all that bad karma following him about, and he'd learn how to transform his anger into love and stuff by thinking about nice things like flowers. Then again, if they didn't, you'd have a band of bald men in dresses on the run from a muscle-bound maniac sporting a green tan. Actually that might make for an interesting game. Something

## THE INCREDIBLE SULK

Cutting the image figure he does, you'd think the Hulk was always up for a bit of hard to hand combat, a meanly wrestle or a shabby grapple. But as it is, most of the Hulk's attacks don't involve any contact at all. Oh, so there's the spinning larval dose in a Zangief style, but Hulk's most potent attacks are more like angry sulk moves. For example, a foot stomp sees him bashing his foot to the ground making it vibrate as heck. Any enemies nearby are taken off their feet making them vulnerable. The floor smash does pretty much the same thing except Hulk uses his enormous fists instead. Then there's the sonic clap which does exactly what it says, the sound deafening and stunning enemies.



## The Hulk and the Howl 'The Karma Saga'

Unfortunately, *The Incredible Hulk: The Panther Saga* doesn't feature any Hawke Krishna's. What it does have though is good old Hulk himself, a man whose idea of looking back in anger always involves a simultaneous need to buy new clothes. He's not the only Marvel character in the game either. After collecting a calling card for fulfilling the hidden objectives on each level, the Hulk can call on some of his Panther chums like Apis, Ulysses,



There are lots of robotic enemies on the earlier levels like this flying clap here. It's a good job Hulk can do flying kicks.

# PANTHEON SAGA



Back is the strength of the Hulk that the superheros can move stuffs boxes short. He's thinking of setting up his own remixes industry you know.

The Pantheon Saga is essentially a platform game viewed from an isometric perspective...

#### Atalanta and Hector

The Pantheon Saga is essentially a platform game viewed from an isometric perspective, that sees the Hulk wandering about dodging traps, making use of his awesome strengths on unfortunate foes, and picking up useful items to take him on to the next level. There are five separate stages in all, each of which incorporates two or more levels, and you can expect to see a whole host of Marvel characters pop in for a quick fight - enemies like Picaresque, Trauma, Lazarus and Maestro.

There's still quite a bit of work to be done on the Pantheon Saga yet (it's about 20% complete at the moment/what with the graphics still lacking a certain definition and the game moving a bit too slowly at the moment. Edos assure us that this will all be sorted out and we'll be finding out next month what we put the game under review scrutiny.



#### CRUSH THAT DOOR

Being the mighty colossus he is, Hulk thinks nothing of tearing through reinforced concrete walls. He laughs in the face of thick iron doors and positively cackles at the prospect of steel barriers that show the tell-a-twist and he doesn't know when he is. This usual cause problems because rather than pulverising through doors, Hulk has to do the decent thing and open them. This he can't do without coordinating a number of switches put about the level. Puzzle elements like this creep throughout the game.



As not of obstacles exist the jelly green glass, like these inhibits-type things which he has to dodge as he continues down the corridor he can't find his 'cheat'.

# SEGA

PRESENTS

# CLUB SATURN

Remixed and themed  
Sega Saturn game music  
in various club styles  
with top DJ's and producers



**Marshall Jefferson, Kenny Ken,  
Paul 'Trouble' Anderson, Remarc  
and many more controlling the beats!**



**INCLUDES PLAYABLE DEMOS OF:  
NIGHTS, WORLDWIDE SOCCER,  
ATHLETE KINGS,  
PANZER DRAGON II & BAKU BAKU**

**ON CD AT ALL GOOD RECORDS STORES NOW!**

# BREAK POINT

Summer may now be far behind us, and the cruel cold of winter only around the corner, but in the comfort of your own home the grass is still green, the lawns still plush, and tennis is on the go!

BY	OCEAN
PRICE	TBA
STYLE	SPORTS SIM
RELEASE	DECEMBER



Left above: the netting you can watch the shot from a variety of angles. Right above: After each service the speed is given, being the power serve you can do anything up to 120 mph.



## SILVER SERVICE

These days a super fast service pretty much guarantees you of winning, or at least making a respectable score. Get a fine service in and the point is as good as won. With Break Point there's a similar emphasis on serve. Players choose between using the automatic serve which does everything for you, or a manual serve involving timing and judgment. With the former the speed of service is a touch so high and should only be used as a second service. But get the manual serve right and the speed increases to well over 100mph, sometimes reaching about 120mph. Obviously this cuts down the amount of time your opponent has to respond and means you can start tracking up the ace.



**I**t's an odd thing indeed that probably the best tennis game most people will

have played is now a good five years old and plays on a console with half the capacity of a Saturn. I'm talking about Super Tennis on the Super NES, and the secret of its longevity lies in how playable and addictive it is.

Since those hokey days, tennis titles have appeared in a whole range of guises, 3D bit versions normally rejecting the stubby cartoon style graphics in favour of greater realism. But what we haven't seen is a tennis game that manages to capture the realism of the genuine play—the thrill of a good rally, scoring an ace, the satisfaction of a hearty smash—without sacrificing a sense of immediate playability and fun. No easy task admittedly, but with Virtual Open Tennis, the only tennis game to appear on the Saturn as yet, you'd think programmers



Above: If a player wins a particularly long or arduous rally they'll see a little celebration at the end of it. (Below left) Two players do battle on the concrete court next to the lake. (Below right) Two more-headed players do battle.



could have done a bit better. Well, Ocean has been brave enough to take up what's become a bit of a polarized choice and have put together Break Point. This features all of the usual elements you'd expect to see in a tennis sim—different court surfaces,

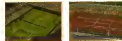
eight selectable players, up to four players if you're indulging in doubles—and a control method that Ocean think is really quite smart. We're not willing to say whether it is or not, this being a preview after all, but we can tell you that, initially at least, it takes a bit of getting used to.

Like Virtual Open Tennis, Break Point adopts a realistic graphic approach, something that's magnified by some of the detailed touches to the 3D polygon players. For example, you can cause your player to wipe the sweat from his/her brow, get them to straighten the strings on their racket between points or prompt them to bounce the ball on a service as they psyche themselves up. Admittedly this doesn't affect the gameplay but it's quite pleasant all the same.

Ocean are hoping to have Break Point in the shops before Christmas, so you can expect our review in next month's issue.

## COURTING FAVOUR

As is a regular feature in tennis sims, Break Point comes with a choice of court surfaces. Naturally there's good old English lawn tennis which makes for a swash later game, and there's also hard and clay courts. Clay is the slowest but it means there's a greater chance of rallies, and hard court makes for a greater effects boom spin on the ball. In addition to these three, there's also a concrete court next to a lovely white hotel on the bench.



# REACH OUT AND CRUSH SOMEONE



THE INCREDIBLE

# HULK

THE PANTHEON SAGA

## EIDOS

• AVAILABLE FOR • PC CD-ROM • PLAYSTATION • SEGA SATURN •

Marvel Comics, the Incredible Hulk and the Incredible Hulk Saga are trademarks of Marvel Super Hero Characters, Inc. Eidos and Eidos GAMES are trademarks of Eidos Games.

© 1997 Eidos Interactive. All rights reserved. Eidos Interactive, Eidos, Eidos GAMES, the Incredible Hulk and the Incredible Hulk Saga are trademarks of Eidos Interactive, Inc. Eidos Interactive, Inc. is a wholly owned subsidiary of Eidos Interactive, Inc. Eidos Interactive, Inc. is a wholly owned subsidiary of Eidos Interactive, Inc.

# BLAST CHAMBER

Sports all have much harder names in the future. And they seem to be made up of real words too, unlike golf or cricket, which make no sense. The latest descriptive nomenclature belongs to the exploding-people-in-rooms game Blast Chamber. Let's rock!

BY	ACTIVISION
PRICE	£19.95
STYLE	FUTURE SPORTS
RELEASE	DECEMBER

## PLAYING WITH YOUR FRIENDS

Got lots of friends? Got a multi? And how joyous! Well you must be just about the only person reading this who has. You spotted get? But you bought your friends, too. Anyway, if you've got some friends and access to a multi-tap and four pals, you'll be able to take advantage of Blast Chamber's four-player option. This pits all the players against each other. If there aren't four of you, you can always use the CPU to bump up the numbers or play with fewer participants. The possibilities are endless.



Oh, look at all these players running around. They look to be having a lot of fun. Well, one of them EXPLODES that is, showing his pits all over the show



Here are the infamous four controllers, as shown in the FBI intro level.

**T**he thing with future sports simulations is that they always rely on strange scientific principals that are yet to be explained. Perhaps that's why they're future sports, thinking about it, instead of current ones. Although that said, I did once see an air cyber-sport on the TV show Another World about this family who got zapped into the evil future, right, and in it there was this sport played with long carry things on the end of your arms and the players spang a ball about like in tennis. And, right, it turns out that there really is a sport like that, and it's been going on for years on a Polynesian island or somewhere. So you never know.

I do know though, that there is no sport anywhere on the planet right now that features a revolving room and electric pits of death. And even if



That strange cube-like (the piece of multi) object in the middle of the room. He's about to blow up 'cause he's swallowed a bomb.

There is **no sport anywhere** on the planet right now that features a revolving room and **electric pits of death**

If experts really don't try playing this sport - even in the future - they'll break their necks



One of the tougher multi-player levels, this one requires judicious use of spring-loaded pit-bombs to destroy the foe first.

there is, the central object to the game would be a ball, and not a glowing energy crystal. And even if there was and it was, power-ups wouldn't appear

which would reverse your opponent's controls. So I think I've safely covered myself there.

Blast Chamber is, as you may have guessed by now, a future sports title. The chamber of the title is a square room, into which four players and a glowing ball are thrown. Each player is assigned a colour, and each face of the room has a base of the corresponding hue. Oh yeah, and each player also has a time bomb strapped to them. The object of the game is to get the ball into the base. Post it into an opponent's home and their bomb timer starts tick-

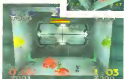




As you can see, we two Blast Chambers are the same. There are forty of them, you know - in multiplayer mode. And another twenty for competitive games. That's sixty altogether.



Well, unless you, that isn't a laser gun. It's just the indicator which shows who's losing their time out (or extended).



This is the most basic Chamber. See colour per side. No fancy trickery. Just war against man, like in the old days.

seconds. Post it into your own and your timer is replenished. The winner of the game is he (or she) who is blown up the lowest times. So you'd think whoever has their base on the ceiling is in luck. Which is where you'd be totally wrong, because each wall also has a green thing on the side which, when pushed, rotates the whole shebang 90 degrees in the corresponding direction. As if all this weren't enough to contend with, some chambers (there are loads, you see) have extra hazards, like electric pits of death and spikes.

If all this sounds subjectively like human interaction for you, don't worry.

There's also a solitary one-player mode which pits you

against some Fendish level layouts and tame itself.

This is more like a puzzle game than a sports title, so Blast Chamber is really two games in one. Two highly similar games, perhaps, but it's the concept that counts.

So, you futuristic sports fans, if there are any: this looks like being a game for you. Obviously, it's not going to be a game for people who hate future-basketball-type games, after all. Anyway, if you are interested in what Blast Chamber has to offer, make a special mental note to check out the review, probably in the next issue.



Oh yes, we forgot to tell you about the camera angle and stuff. It's Blast Chamber. Use the L and R buttons to rotate your perspective to see into the corners, if you want.



If a character is glowing like the blue guy above it means they're carrying your crystal. Bash it off their head!



If you'd like to witness the room rotate effect of Blast Chamber clearly spin this magazine through 90 degrees.

## PLAYING WITH YOURSELF

Blast Chamber might have a good multiplayer line-up, but it rewards solitary play too. There are twenty different blast chambers in the two-player game for your equal to battle each other on. The one-player game, on the other hand, features twice as many. They start out pretty easy, but by number ten things get considerably tougher. You have to use your brain a lot more than when you're trouncing other dudes. If this sounds too much like hard work for your mind, there's also a solo league option too, to indulge your sporting fancies.



Each wall also has a green thing on the side which, when pushed, rotates the whole shebang 90 degrees



Where the hell are they?

The only specialised magazines are SSM and Mean Machines Sega, and how many PlayStation mags are there? Six? Seven? Eight maybe? Most of them having device CDs on the covers every month as well. What is going on? Is it that Sega are being tight with the thousands of pounds they get every month or is it just that they can't be bothered entertaining their loyal Saturn owners? Or maybe it's because everyone thinks there's no market for another Saturn mag? Just think, Sega would make even more money and probably gain more happy Saturn owners!

Wayne Cuffin, White Post,  
Betchingham, Surrey

**Err... I think you're missing the point here. Sega can indeed be bothered entertaining their customers, which is why they make games. We, on the other hand, being magazine publishers and not Sega, make magazines. Sega don't. Not a one. Not even this one. So it's our fault. Sorry, but we're not likely to be bothered as it means we've got the market stitched up and we make all the money. Ha ha.**



Waiting hours in games might be all right for, but in real life it is cruel and inhuman. Please readers, don't fill up real hours. And computer generated ones.

(if any).

Well, everyone knows there will be VC's, VTA, FIFA '97 etc because the licenses are just too profitable. But it's getting MADER... just MADER. MAD I say! (ouch, bang) Ah, that's better! Please!

Gory Jones, Hall Green, W/Alton

**What on Earth are you going on about?**

## NICE TRY, WEALTHY KID

DEAR SSM,

Have you ever thought about converting your mag to CD? I think this would be a great idea. I because readers would not be able to flick through the pages of your mag and think it's not so good this month and not buy it. It is reviews, previews, features etc you could put clips of games in action

and in interviews with programmers just record them. Please consider this, I think it would be great, reading SSM via Saturn. It's also coone friendly, and it would take up less space in my room.

"Great mag, even better on CD"

John McRide, Kirkstall, Glasgow

## IF IT'S TOO POLYGONAL, YOU'RE TOO OLD

DEAR SSM,

After years of waiting around and trying to keep patient with Nintendo's release policies regarding the UK/European market I have just bought (albeit a bit late) a Sega Saturn with Virtua Fighter and Sega Rally (and I also bought Shining Wisdom) and I must say that I am astounded with the machine. I really don't know why I didn't get the Saturn on its initial release. I have played on the N64 on a mate's machine and to be honest the Saturn is equally as good. I am looking forward to quite a few years of enjoyment from my Saturn as I did with the Megadrive. Number 1 was the first issue of your mag I read. I think that it is excellent presented and I am really looking forward to reading the next issue. Having played Landstalker on the Megadrive, which to me was one of the best games I have ever played, I was wondering if you know of any plans to do a follow up to the game for the Saturn. I am an RPG/strategy addict and I have been playing these games since I first played Knight Lore on the Spectrum. I also like the looks of Exhumed and also Tomb Raider sounds very exciting indeed. My wife says that at 36 I am too old to be still playing video games but I get just as much a thrill as I did when I first started playing games nearly 20 years ago. Anyway, I hope you have info regarding a follow up to Landstalker on the Saturn and I look forward to reading many more issues of your magazine. All the best to all concerned at SSM.

A. Brooks, Sutton in Ashfield, Notts.

**You'll be glad to hear about Dark Serious then, which is quite fantastic! Serious, it'll be out in a couple of months, so look out for a Showcase. And your wife is right. At 36 you are far too old to be playing games and should be concentrating on your garden.**

## ANYONE FOR NEXUS?

DEAR SSM,

Sega! What is an acceptable ruffia before it all gets too reasonable? Mortal Kombat, Street Fighter, Double Dragon etc all suffered the enigma status. Now that VC's, VF's, Panther Dragon Zvel [name], I wonder what your next means (it's Gears for Two - Rick) it's seemingly following the same format. What they should be doing is releasing titles like Sega Rally Nights (where you drive at night, funny enough) or Rally Joe - featuring Virtua Cop's, or Nexus - featuring the VF crew! This, I think, would generate more interest by the presentation, packaging or stylings

**Great idea! Then, thanks to the expense of CD reproduction, we could charge seven quid for every issue! And no-one would pick it up off the shelves, we something good instead and buy it. And, thanks to the extra costs involved (filming the magazine like a TV show with all the interviews, we'd have to put the price up again, to about a tenner, just so our readers could clock their eyes on some spotty mathematician telling us about his new game. Brilliant.**

## TRY THE READERS CHARTS

DEAR SSM,

Hi! I'm writing to agree with Scott Williams in issue so about how today's youth should be able to give their own opinions about computer games. However, I have a BETTER idea. Why not have a page where all the readers have the chance to write in and vote for their top three games of that month. Then you can add up all the votes and give a result for the most favoured games of that month. Please consider it as it is a class A idea because I came up with it and don't give me a crappy little comment low on something like you did to Scott or I shall be forced to cry, bear it mind - serous is the lowest form of wit.

Yours sincerely,

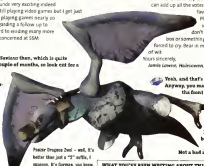
James Gower, Halesowen, W/Alton

**Yeah, and that's the lowest form of wit.**

Anyway, you may not have noticed the thing at the front with the "Reader's Chart" headline above it. This is the space we allocated for our readers to send in a top ten of their favourite games. And if we point it they get a game. It's not dissimilar to your idea, but we don't have to waste three weeks adding up all the votes. Not a bad idea, James, but a bit overwitty.

## WHAT YOU'VE BEEN WRITING ABOUT THIS MONTH

We want more dazing games! How can last month's cover CD was. How hard to get hold of last month's cover CD was. Please, no more dazing games! Dig up to the games, please!



Panther Dragon Zvel - well, it's better than just a "Z" ruffia, I suppose. It's Gears, you know.

# Q&A

If there's one thing we know about, it's games. Games on the Saturn. And in this section, MCed by the editor, Richard Leadbetter and Sega's big cheese, Mark Maslowicz, we demonstrate this not-inconsiderable knowledge to its fullest possible potential. So... get sending in those testing questions NOW! Write away to: ORACLE OF WISDOM 0-A, SEGA SATURN MAGAZINE, PRORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Inventive questions guarantee more entertaining and enlightening responses. Crap enquiries ensure the wrath of The Master! You have been suitably warned!

## I'VE GOT THE RIGHT!

Dear SAM Cool Dude,

I'm the owner of a Saturn with five games and I think I've got the right to ask you these questions:  
1. Which is the best shooting game between Alien Trilogy, Doom and Doom II and Duke Nukem 3D?  
2. I've read in a Super NES magazine that the N64 will be out at Christmas and you said Enter! Which is right?  
3. My friends always say that it was a mistake to buy a Saturn instead of a PlayStation, because the PlayStation has got thousands more games. Do you agree?  
4. Is there any chance of an upgrade from Megadrive to Saturn?  
5. I've read an Italian magazine which says you can get the Internet for the Saturn. Is this true?  
Please answer my questions now because they are put along me too much.

Paolo Curio, Leaning, Varese

1. A difficult one, however it will probably be Duke Nukem - the team doing it are pretty good. However, since that isn't out for ages GET EXHAUSTED NOW 2. You don't need the Master's word! Read your Super NES mag (well, N64, all the others have been shut down) now and see what they say 3. Yes, the PlayStation has more games. But how many of them are actually worth trying? And how many of those are from the AM departments? Think about it 4. No 5. No. The Saturn NetLink won't be out until around Easter. No price yet

## INSIDENT CHILL

Dear SAM,

You mag is brilliant and I have every issue of both Sega Mag and SAM to date  
1. I find that Sega are bringing out a new big CD console to rival both PlayStation and Nintendo 64. Is this true and if so is it an add on or a new machine?  
2. When will the Saturn model be available to buy in the UK? How much would it cost? Per month? Will it give the same services as a PC connection? Can you create your own net page?  
3. Is the Saturn going to be upgraded to a real computer with keyboard, mouse and disk drive? It says so in the manual you get with the Saturn.



HEY THIS GAME ROCKS. How? (Image) Phil An Edmund

4. Is a pre-registered for the Saturn?  
5. Any more CD cart combo games planned? Maybe VF3?  
6. Where will the following games be out in the UK: VF3, VC2 Daytona GT, Doom NIGHTS, Marx TG, Bug Tool, Seven Stars?  
7. I have the money to buy three games in the next few months. Which should I get!

Paul Davies, Bristol



1. REVAL THE PLAYSTATION!! Insident chill! Anyway, it's out there. At least not for a few years 2. The Saturn NetLink is due around Easter. Details will be announced only in the New Year 3. You can see these with the NetLink, but it doesn't make the Saturn a full PC type computer 4. Not at the moment 5. Maybe 6. In order: Late '95, November 1995, November 1995, December, it's out. Feb '96, Feb '96, November 97  
Three out of Fighting 1/2 yrs, Worldwide Soccer '95, Virtua Cop 2 & Daytona GCE.

## MAKE A SPIDER-MAN GAME!

Dear SAM,

I've never written to a magazine before, so I don't expect my letter to get printed. Please prove me wrong by answering these questions. Do I send you a pair of dirty pants  
1. As well as being a big Sega fan I'm also a huge Spider Man fan. Are there any plans for a Spider Man game of any description for release on the Saturn? I feel could you use your influence and encourage someone to make one please!  
2. I've had my Saturn for quite a while but have not yet managed the protective covering from the Latham Battery. Is there any chance to do so?  
3. I'd love to see the battery and it runs out. Is it imperative to replace it or can the Saturn run without it?  
4. Finally how do I get rid of the 9 games in my left with out having to go up there with a gun?

Scotty-B, Balgownie, Leicester



1. Ain't no. Personally I'd be up for a DualDin Andro style game with some 3D wheeling in between the fights. The control would have to be very clever in order to successfully convey Spidey's supernatural strength, speed and reflexes. Villain 1 would have: Green Goblin (he's dead so who isn't actually dead), Venom, Carnage, Hologoblin (the dead one who isn't actually dead), the old Doctor Octopus (even though he's dead), Taskman (before he goes up there), Electro, Tuggernaut (sub-boss) and Doctor Doom (last boss) AND you should have three or more enemies he'll only see at once but Spidey to kick the crap out of simultaneously after the web-

slinging bit (this would be the Alien Soldier - loads of small fry to defeat really before the big boss). You could also choose between the rubber boot costume and the black one. And it would be brilliant. Oh yes MAKE THIS GAME! 2. You mean the ribbon? Yes you should remove it to activate the internal warranty and clock. If it's not the ribbon then I have no idea what you are talking about 3. The Saturn works fine without it, but the clock and internal memory won't work 4. Either a) blow up your ball, b) shoot through the ceiling. Or c) find out how they're getting in and block it up

## CHEERS BOY! AM GIRLS

Dear All the Good People of SAM,

Could you answer some of my questions. Cheers! Love and um... go by (he must be talking about you aren't he?)  
1. Will there be a special 'football pack' with all the top football sides in for all the football maniacs out there?  
2. Any idea for a VF3 release date in the arcade?  
3. Will there be any Namco computer games released on Saturn like Akira or Dragon Ball 2?  
4. What are the chances of VF Cosmos and Drivedots? Sorry had to ask  
5. When will Fighting Wings be out?  
6. What certificate will Energy Zero be?  
7. Any chance of Virtua Cop 3?

Daniel Smith, Farnham, Essex



1. Unlikely in the extreme. Get Sega Worldwide Soccer '95 for the best football game ever 2. It's out. Well, it's in development anyway 3. There have been in Japan. Who knows about Europe though? 4. Please! No more! I'm not killing me! 5. It'll be out by the time you read this 6. It is or it would imagine 7. Anything is possible as is this

## I DON'T KNOW ANY OF THE ANSWERS

Dear SAM,

Please answer my letter as I don't know any of the answers. Thanks  
1. When is Soviet Strike going to be released?  
2. Do you think Sega Training Car Championship will be released for the Saturn?  
3. Why not release more demo CDs like the PlayStation mag does?  
4. Which is best: Doom, Fate to Black, Exhumed?  
5. Can you get black Virtua Cop guns without painting them?

Michael Foster, Northern Ireland



1. February 1995, possibly 2. Probably next year sometime 3. We'll do a few good ones rather than lots of crap ones 4. Exhumed, by a long chalk 5. Yes. In Japan. Not over here

# HARD CORE

## 4x4



IT'S DIRTY AND DANGEROUS...

...OPPONENTS DON'T CARE  
HOW THEY FORCE YOU OFF...

...THE ADRENALIN PUMPS AS  
YOU BATTLE AGAINST SIX OF THE  
DIRTIEST OFF-ROAD TERRAINS...

...THE SOUNDTRACK THUMPS  
AS YOU SWEAT AND SLIDE  
THROUGH IMPOSSIBLE TURNS  
AND AXLE-BUSTING DROPS...

...ONLY EXTREME SKILL AND  
CONCENTRATION CAN KEEP  
YOU IN THE GAME NOW...

...BECAUSE YOU'RE HAVING  
THE TOUGHEST, DIRTIEST  
EXPERIENCE OF YOUR LIFE.



**OFF ROADING.  
IT'S A DIRTY GAME  
BUT YOU'VE GOT TO PLAY IT!**





# Crime War In Virtua City!

AM2 don't just make games, they make whole genres. Point in fact – gun games. If you want to use that old name for them. Today, when a new shooting game appears, it's referred to as Virtua Cop-like. Such was the influence of that seminal AM2 blaster. Well, here's another Virtua Cop-like game. Perhaps the only one deserved of that title – the awesome sequel!

**V**irtua Cop 2. When AM2 decided to revisit the shooting game territory they'd revolutionized with Virtua Cop, they made a simple decision. Virtua Cop had succeeded because it was a simple, addictive game with a strategically impressive graphical shell. The sequel needed exactly the same winning formula – the same simple, addictive gameplay in an even more strategically impressive graphical shell. That's what they made, and Virtua Cop 2 has been a massively popular arcade pull ever since. And now the time has come for that arcade success to be translated onto Saturn.



Oh, how we've missed roaming the streets of Virtua City of shooting pistols!



Once more, Rip and Snortly grab their trusty revolvers and send some to Istanbul!

## FUN-SIZE COP GAME!

The first Virtua Cop didn't just translate onto the Saturn well, it translated perfectly! In fact, Saturn Virtua Cop is quite possibly the best arcade-to-console conversion ever! We mean that when you consider the task undertaken.

Virtua Cop took the basic shooting gallery concept – previously no more complex than a 2D backdrop with targets popping up – and brought to it, full 3D environments. Instantly the experience was transformed, as the camera spun around at 360 degrees, zooming toward distant enemies, peering up in face onsets. And these enemies weren't just dummy sprites that registered hits. They were full 3D humans with multiple hit zones. Shoot 'em in the legs, the chest, the head. Well, you could even blow the weapons out of their hands!

## AM2'S SECRET WEAPON!

The total experience required one more crucial factor – the precision-tuned Virtua Gun. Perfectly effulgent, directly colored splashes onto the screen, it made the game fun ultimately involving and totally thrilling!

This is what AM2 had to convert to Saturn. And they did, every last bit. The graphics, the explosive sound, the gun, its accuracy tuned to work perfectly on a home television. If anything, the game ran even better and featured some improvements – extra interactive scenery, original options. It is one of the most phenomenal home game experiences in existence!

And so to Virtua Cop 2. Could AM2 repeat that conversion success again? After all, what makes the sequel so much more impressive than the first game? We don't need to answer that, just look at the pictures on the following pages, because everything that makes the coin-up to wind blowing, has made it into the Saturn version. Yep, AM2 have done it again! Don't wish boy!

## TIME TO UNPACK THAT SHOOTER!

Naturally, Virtua Cop 2 uses the Virtua Gun. So if you haven't got one, you'd better consider heading down to your local Virtua Gun Shack and purchasing yourself a pistol IMMEDIATELY! In fact, we recommend you get one packed in with the first Virtua Cop, cos no right-minded Saturn owner should be without it!

Incidentally, the game is configured to work with the NIGHTS analogue pad. But while this is an improvement over control pad, it still isn't that great. Get the gun, fool!



Get or just? You know the right choice!



As before, the gun can be upgraded to your long arm wishes.



Once calibrated, it's time to hit those streets!

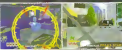
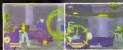
**BEGINNER FILE 1: BIG CHASE!**

Fans of the original Virtua Cop may remember how the plot centered around the dreaded EVL Corporation, whose headquarters and base were destroyed by Virtua Cop's Rags and Security at the end of the game. Well, it seems the criminal organization were not as wiped out as was previously thought. Beginning under a mysterious new leader, EVL have surfaced again. This time with the intention of taking over Virtua City through street-level warfare!



**SCENE 1: THE HEIST!**

The first report of trouble comes from the World Business. Major jewelry store. Officers Rags and Security race to the scene to their Virtua superior, driven by new partner, officer Jane Marshall. With the store alarm ringing loudly, EVL cars burst out from cover, shouting from fire escape rooftop points. Inside the store, headless cars are now dropping their contents around at point. But the bulletproof glass prevents you doing anything more than leaving goods scattered on its surface.

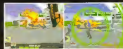


Entering the shattered shop front, you're confronted by stacked vehicles, popping up hidden display cases. This section is the first indication of how advanced V Cop 2 is over its predecessor. You can damage or smash property! Glass display cases, the jewelry within, even chandeliers can be open about. And for the things though, even they're escaping out the back! And about the Muggle sign over the back exit - it hides a machine gun!

**SCENE 2: THE STREETS OF VIRTUA CITY!**

With the store secured, Rags and Security still the way they came, only to see a Virtua Gaffer truck suspiciously leaving the area. Suspicious because it's screaming around a corner as two wheels, with armed thugs leaping out of every window. Time for Jane Marshall to care her brood, as she takes off in hot pursuit, with you free to take potshots at the fleeing. The streets are incredibly impressive as they rush by, but you don't get long to admire them as EVL cars join the pursuit. Looking for the gas-tanking scene inside is now like, before it's all, go for the tyres and you can read the cars extending off the road!

A spot call to Virtua City PD has received a real break, which the EVL, escapes decide to plough ahead following the explosion crash, the lighters orange from the flames. You hardly have time to plot them off before two armored cars are out of nowhere, offloading more loads. Aside from these onslaught, there's also a whole apartment building hijacked by the gangsters. This scene is very much like that Grand Theft 34-Down-with-the-lemoners game, as bodies keep appearing or vanishes, occasionally pushing an innocent bystander ("The law, I'm over here! Don't shoot!") into view. Look out for an extra life from the thing in the bottom right window. There's a rifle in the big big bed!



**CHOOSE YOUR OWN ADVENTURE!**

Our major feature of Virtua Cop 2 is that it gives you a choice of yellow pathways through each level. The first of these alternatives occurs when our Virtua Cop's decide to pursue the two escaping armored trucks, which have separated. In which way to you go - Downtown or Seaside Street?



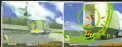


**DOWNTOWN!**

Who, you've chosen the urban route. Racing after the truck, your journey leads into a tunnel where enemy cars join the action (remember, you're not steering, Jean's doing all the work. Just keep accelerating). Leaving the tunnel, you suddenly find a face alike. First they race past, before one raises head on toward you! They're easy to defeat. Blast together in the wreckage of all drives that headed toward you. Blow them away before they connect! Finally, a hot conveyer of cars zoom into view. Be careful though, some of them are indestructible designs!

**SEASIDE DRIVE!**

Heading off to the right, the road immediately runs alongside a train with an unfriendly (non-riding) passenger atop it. Coupled with the truck you're chasing, AND an accompanying chopper (also featuring armed support) things couldn't get much hairier. Unless you were joined by a massive juggernaut, which opens at the back to reveal loads of EVL Gargais. Also, take note of the gas warning signs that loop onto your board. You can't miss this, be happy onto your board!



You know why DSM's top-note look so great? Well as it's because Blue Reball is the best designer and by us got all the official renders and everything straight from Japan. Just like this one of Ryo, Sherry and Axel.



Whichever path you take, the chase winds up at an abandoned warehouse district. Here you're faced by EVL forces crawling out of the warehouse everywhere. There's an automatic available here, and a machine gun. You need them too, not be careful not to accidentally pop some caps into the numerous floating systems and hostages at the scene. Exploding all drives also make an appearance. Now it's time though, that sorting out of rules you of potential points from holy ground!

**BOSS!**  
**"HA HA HA! WHERE ARE YOU  
LOOKIN' I'M OVER HERE!!"**

Appearing at a high balcony, this cheating match boss up his big mouth with some big behavior. First taunting remarks at you, before unleashing his attacks by throwing all drives and crates. Don't let your guard slip when he's near to death though, one that's when he sticks off to get the Virtua Coffee van to check if you that's what too much caffeine does!



**MEDIUM FILE 2:  
SAVE THE MAYOR!**

Having secured the street war situation, Sage and Security discover it was all just a ruse to keep the Virtus City police occupied while the real crime was initiated – nothing less than the assassination of the Mayor! Not a moment to lose, as they race to the docks where his conference cruise liner is about to depart – with unwanted guests!



**SCENE 1: PIER 10**

Arriving at the docks, it's quite clear things are not as they should be. Unless gun-tappy assassins are actual employees of the Virtus City Cruise Company. With the mayor's fantastically impressive motor killing the background, the gun exchange begins again. The pace is once increased when the previously-mentioned chopper arrives, affording real troopers into the area. Distracted by a legion of birds, our hero has to stop the soldiers entering the main building.



New comic Sage and Security (he's the one pictured here) got "one" shot-down with car-drive "Jase" Marshall down? A free copy of NG2 to the person who comes up with the most apt nickname. Answers on a postcard to the usual address.



Pushing through the sliding doors of the main complex, things heat up as troopers pay off from behind every corner. Blowing all the pieces off the walls should keep you amused if the ever-ready victim onslaught doesn't provide enough challenge. From there, it's up the stairs to face anti-wearing pugilists. Drop ghost enemies in their tracks. And blow up a computer to pick a handy weapon.



The check-in desk before heading the ship, provides the final obstacle at the end of this area. It also provides the largest destructible base so far encountered in the game (well, you didn't totally destroy the card). The huge glass destruction board crashes down with shattering satisfaction when NG2's excellent staff



**SCENE 2: ENTER THE CRUISE LINE!**

Slipping across the gangway onto the cruise, you enter the lobby, filled with silly ruffing FBI agents of darkened hue, as you're taken to an area of their hallway. After clearing the lobby, you head up some impressively wide stairs to the landing, where some smoothie stand from a robot ladyboy. A ruffier one glass coffee table gets caught in the moving puntrol.



Next stop – the dining room. Aside from the one common intention of evil trash here, there's a fair amount of scenery to shoot at, including champagne buckets, beer bottles and flower vases, all extremely satisfying. Better still, there's a whole dress kit, complete with spectacles which clash when shot. You might want to take out some of the stage lights too.

**CHOICE TIME:  
ONE DECK OR THE BRIDGE?****ONE DECK**

After clearing the corridor of more scum, you get to head into the bar. Unfortunately you can't drink the Vitro Beer (not on the job), but you can still blow away all the bottles you see. Which happens to be quite a lot. This isn't as fun as it seems, as they tend to get in the way of the hot heads of the punks you're here to mop up. Anyway, the action seems to be the Vitro – winner of the Best Things to Shoot in award! Plus, scum and bottles has the area. So do stabs, but you should avoid them. Best of all though, are the robots. Not only do they explode with an extremely satisfying thud, but the explosion and movement of the robots is superb!

The next area is reasonable for the good 'ol portrait of Sarah Bryant, which you can blow off the wall incidentally. After getting an extra credit off an interfering robot, you take a lift to the good deck. Here you face an onslaught of computers and soldiers who shoot themselves with... themselves. Although pleasant to shoot (they stab) about these robots look your fire from your true targets (unless you were aiming for the robot).

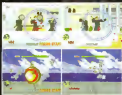
**BRIDGE**

If you take the right path, you have to plough through the bedrooms of the cruise liner. Either a number of studs-wearing self-types have locked into their rooms as they can sneak their plates, or they're evil scum. If they're the former, it's too late now our trusty Vitro Cop has dispatched them. There's a neat moment where the view opens around to face a sneaky attack from behind, before the action heads up to the engine room. Here, things burst through vents in the floor and ceiling.

The final joint heads up to the bridge itself. A tricky area, as crew and passengers double around. Destroying the equipment is enjoyable – especially because you can spin the steering wheel around – but it's also practical, because there's a shotgun hidden in a machine.

**EGGS 2  
"DAH, DAB, DAB... DAB!"**

Depending on which route you take, you either face these rocket-powered bees on the bridge or on the deck. Whatever your location though, their attack pattern is the same. There are five of them in total, each firing missiles. It's tricky stuff, because their attacks are staggered. They all share the same energy bar though, and picking each one off means you end up in their game.



**EXPERT FILE 3:  
RAILLINE SHOOTOUT!**

With the EAT Corporation's foul accusation plot thwarted, the fellows flee, hoping to escape by subway train, but not if Rags and Smarty have anything to do with it, as they take the chase to the station. And that's where the third and final stage of the Virtus City gangwar begins...



**SCENE 1: PIER STREET SUBWAY STATION**

The super artificially setting of this stage is justified by the fact that the action begins outdoors, starting at the entrance of the subway, you're immediately ambushed by multiple gun-wielding thugs at the bottom of the stairs. These combatants have to be defeated before you can move more into the station. Once in, things heat up even more as single thugs rush out from behind walls and pillars. Our Virtus City hero heads toward the blue Escalator train. You can tell that from the sign. If you haven't blown them from the rolling pictures, getting through station corridors is arduous, so-called, but with trained officers shooting away as you search for your monthly paycheck. It's downright ridiculous. Finally, a Friend Connection-style elevator arrives at the platform, before you board the train.



"Well, don't shoot!" scream the passengers, disembarking as you board, waving your virtu duster about. With the train moving, things really go mad, as single EAT'ers appear to deadly streams from every corner of the train. Moving is made all the more difficult by the swaying movement of the carriage. Asks from occasionally grabbing hostages, the thugs also attempt to kill you by ducking about before one of them takes a shot. From here, the action moves onto the roof of the train. Aside from the stage headlamps, you now have to face that chopper again, as it circles the train. As the train moves heads toward a tunnel, the chopper flies off, and the action returns to the interior. Watch out for a final hostage situation, before the train pulls into the station.



This here's Rags, premier gun-slinger of Virtus City. Obviously he's shooting away as rubber states or something, judging by the speed at which the background is flying by.



**SCENE 2: THIS IS SATURN STREET!**

Thrusting out onto the platform, you're immediately assaulted by more thugs, one of whom releases a machine-gun. Don't look out for the giant TV torch billboard (and, you can't really see it) as you head to the exit escalator. Again, waves of thugs await at the bottom of the stairs. Get these done and you get your path choice for this level.

**ARCADE LINE OR SATURN WAY?**

What makes this choice so mad, is that it doesn't exist in the arcade version. Stage 3 of the side-up has no separate path at all, but AM2 have expanded the game for the future. For now though, we aren't going to reveal what the new path holds. So, onto the Arcade Line...



**ARCADE LINE**

Reeling further into the underground station, you have to confront more stages before boarding another train. This one is even crazier though, as you're pursued by DLB thugs piloting another train and trying to ram you. Since the train stop is the tunnel and the villain hop out onto the rails, it's an attempt to get to you. Feed them off and you exit the train, taking out some of its remaining CPU passengers before heading down an escape tunnel.

**SCENE 3: THE FINAL CONFLICT!**

The smogged wilderness tunnel doesn't last very far before you drop through an air vent into a much better lit corridor. Clearly there's some bad deals about here, a judgement reinforced by the number of thugs also dropping into the corridor. Once the tunnel is cleared, you burst into a large control room. And it's not unexcused, in fact it's over-the-top - with more melt-potting criminals. While mopping up the detritus, look out for a machine-gun hidden in red alert light by the exit.



camera pans incredibly fast across it, as the Virtus Gaps star the situation. This is where some of the most exciting panning and zooming takes place, as you have to shoot at enemies at the far ends of the hangar. Particularly stunning, is a scene when two industrial lifts move across the membership rail ceiling. Taking out the tankies in these is made easier by the fact that they're also transporting exploding oil drums. Only one thing could follow this epic hangar stage - the boss!

**BOSS 3  
"YOU REMEMBER HOW YOU ARE...  
AFTER I'VE FINISHED YOU!"**

Taking a tip from the first game's CPU Knight, this obstacle attacks you in a massive tank, loaded with missiles and guns. And just to make sure he's doing a thorough job he also stops on the gas and charges at you.

No, does he herald the end of the game, or is there another boss? Not of course there is. But we're not gonna reveal the yet (arcade experts will know what the true 'Yes!' boss looks like though). In the meantime, hopefully this walk-through has explained why Virtus Day 2 is an even more of a monumental conversion task than its predecessor.

The exit leads to the most impressive room in the whole game - a massive hangar complex with a Juppita ship. This is the biggest 3D construction we've ever seen in a game, and the



A taste of action as the Virtus Gaps face one of the final bosses of the best level!

## THE SCORE MULTIPLIER!

Fans of the original Virtua Cop know it isn't a game that just requires you to wade through to the end in as many credits as it takes. True, experts only play in Ranking Mode (aka credit, standard difficulty) to see how far and how well they can perform. Most important to this performance, is the uniquely brilliant Score Multiplier system. More on that in a moment. However, first let's talk about Virtua Cop 2's multiplier system, which varies greatly from that of its predecessor.

## THE VIRTUA COP 2 SYSTEM: THE THREE POINT SHOT!

In V Cop 2, it's not enough to just kill a badgie. Nope, to get full marks from the Virtua PD Gun Academy, you have to plough into each scoundrel with the maximum number of shots — three. Nail each thug with a trio of hits and it's recognized with a 'three point score' indicator. Any less and you just get a normal reward, unless of course you perform a Justice Shot (taking out their weapon).

Mastering continues as Three Point Shots is harder than you'd think, because with your basic six shooter you can only rest-off two such attacks (totally accurate!) before needing to reload. In a multiple enemy situation (in other words, most of the time), this can prove lethal!



The Virtua Cop 2 targeting system is color coded. Green and yellow are warnings.



Red means they're shooting. Blue means the hostile situation has ended.



There. Three hits is a win. A Three Point Shot is registered!

## RANKING MODE

Of course, such different multiplier systems affect the scores greatly. So Virtua Cop 2 also features a Ranking Mode for each play style. Essential since this expert play mode rates all areas of your performance. Even this option is custom made to suit your shooting style. AAAI just think of every thing.



Well, you fail! Buhahaha!



But, he's dead. Yet another, this is vital! The bonus! And the rest of you points, you drop this carry scoundrel's out back to Big Jim. And you tell him from me. No one messes with Billy Barry!



The lovely Jane Marshall, the finest out of all, apart from being the superior in the class department! And she hasn't got a stupid nickname either... yet!

## VIRTUA COP SYSTEM: THE BAR MULTIPLIER

The original Virtua Cop's multiplier system differed greatly from that of its sequel. So much so, that the new system may not appeal to fans of the original. Of course, the great AAAI have considered this possibility and included a Virtua Cop option in V Cop 2. Play the game using this setting and the scoring works identically to that of the first game.

By continuously hitting badgies, you gradually fill up a bar at the top-right of the screen. Once this fills, your score is multiplied x10, and the bar resets. By continually filling it, you can increase your multiplier to eg, reaching up huge scores. However, get hit or shot as bystander and your multiplier is lowered. Naturally, this makes the game a real-bling attempt to avoid ANY mistakes. Here at Saturn Mag we consider this scoring system to be far more exciting than the Three Point system.



Virtua Cop made it identical to the old targeting system.



It works identically to the V Cop 2 target, but adds a multiplier.



The multiplier bar can be seen at the top. It's currently only on CD.





# Lobotomised!

One of the best games available is Lobotomy Software's **Exhumed** - a 3D first person shooter. So awesome, it's difficult to believe! But how did they do it? Lobotomy's **BRIAN McNEELY** and **EZRA DREIBACH** answered questions from **Richard Leadbetter**.

**SEM** Lobotomy seems pretty new to the industry - when did you set up your operation and is Exhumed your first game?

**BRIAN McNEELY** Paul Lange, myself and two other friends quit our jobs at Nintendo of America about four years ago to start Lobotomy.

We worked out of Paul's apartment for a few months before finding some local office space. With the help of Kevin Cheng and Paul Krutner, we started working on a SNES demo, a boxing game similar to Punch Out! Although the game was never picked up by a publisher, it helped us get our feet in the door. After a couple of years of demos, CES shows and Toy Fairs, we finally started working on an Egyptian first person PC game that was originally called *Kuurs*, known now as *Exhumed* in Europe. The development of this game eventually led to our contract with BMG for the Saturn and PlayStation versions of *Exhumed*. *Exhumed* for the Saturn is our first original published title on the market.

**SEM** When did development begin on Exhumed?

**BM** We started the project in May 1995.

**SEM** What was the first part of the game you developed?

**BM** As work began on the 3D engine, our art and design teams began putting the framework of the game together on paper. We devoted a few weeks to this until we were happy with all of our concepts. At the same time, David Lawson began modifying and adding new features to BREW, our world editing tool. Paul Schreiber created a tool called *Periphox* that we used to set up all of the sets within the game, and Jeff Blaser developed an editor for object placement and ambient lighting. With all of these elements were ready, we started putting it all together to make a game.

**SEM** Why did you decide to develop a first person shooter?

**BM** We had a lot of ideas for this genre that we thought would be refreshing for gamers and when we realised that Saturn gamers were in need of a great first person adventure game, we jumped at the chance to provide them with one.

**SEM** Are you fans of the genre? If so, what kind of dent did the

arrival of Quake on PC put in your schedule?

**BM** Quake has been a crucial anchor here for a long time, so have *Tekken*, *Tekken 2*, *Warcraft*, *Command & Conquer* and many other great titles. We even brought the original stand up *Asteroids* back from the dead. We couldn't stay away from it, like a bunch of 12 year old kids competing for high scores until the machine broke. Now it sits in the back area next to *Space Invaders* and *Robotron*, none of which are working any more, still sporting the title that seemed suitable at the time. *Halfworlds*. Lastly we've been playing *Death Tank*, a multi player Saturn game from those together in his spare time. We play it every day religiously.

**SEM** The 3D engine used in Exhumed is by far the best on Saturn. Is it true that the engine is a variation on the Duke Nukem 3D "Build" system? If so, what modifications did you have to make when using the system on Saturn?

**EZRA DREIBACH** No. The *Exhumed* engine isn't a port. The whole thing was designed for the Saturn.

**SEM** Speed seems to be the biggest problem your competitors have in producing this style of 3D game. Was your engine constantly improved during development, or did you have these issues licked right from the beginning?

**BM** Engine speed was the thing I was most concerned about, so I worked at the start of the project to make it as fast as I could get it. The game was running about full speed three months into the project. Some final tweaking got me about 15%.

**SEM** Exhumed's system allows for full 3D environments - seems where Doom is not - something Doom lacked. How difficult was that to program? Would Exhumed have been even faster if you'd stuck to a Doom-style engine?

**BM** The metal code was kind of tricky. In the rest of the engine, some parts were faster and some parts easier than writing a Doom engine. A full 3D engine is a better match for the hardware on the Saturn than a strip engine like Doom. I don't think you could make a Doom-style engine that runs as fast as *Exhumed* on the Saturn.

**SEM** There's a lot of flashy special effects in Exhumed - the light swirling in particular stands out. How were these achieved?

**BM** I put the dynamic lights in after getting locked on the PlayStation. Each of the wall polygons is being drawn gonous shaded anyway for the static torch light. As each vertex is transformed the lighting contrib-



A title of action shots from Exhumed - Lobotomy's first foray into the world of Saturn software.

Exhumed has been pretty busy, not least of which is this common boss. The Egyptian theme continues with the end of the game where it becomes obvious that alien are involved!



Lobotomy's logo. They're interviewed on their page.



base from the dynamic lights is added in. The algorithm is the fastest thing I could think of that would still look ok.

**BM** Is the Saturn well-suited to the first person perspective 3D game, or was in-depth programming expertise required to get the best out of the system?

**ED** The Saturn is less well suited to this sort of game than the PlayStation. There are limitations on the Saturn's texturing that make the most widely used approach to some rendering problems impossible to do. The Enhanced engine uses different algorithms that work around these problems.

**BM** How did you get the most out of the Saturn's complex dual-CPU and video chip arrangement?

**ED** I didn't get much use out of the VDP's. It's drawing the parallax sky and the seagulls. The main benefit of this is that it frees up VDP RAM for other stuff. I would much rather have had the VDP's RAM attached to the VDP. I am using both CPUs. One CPU just draws what the other does everything else. I'm pretty happy with the way this turned out. The engine runs almost twice as fast in complicated areas using both CPUs.

**BM** Which aspect of Enhanced are you most proud of now that the game has been released?

**ED** I'm just happy to have a shipping product.

**BM** Looking back, is there anything you would have wanted to improve?

**ED** I would have liked to work more on the monster AI.

**BM** What's next for the Enhanced system? Do you plan to use the same technology in a different game?

**ED** A sequel is being considered, but nothing is set in stone at this point.

**BM** What are your plans for producing a new 3D system? Do you believe that Enhanced's graphics and speed can be bettered?

**ED** The engine could probably be made about 20% faster just with general lightening and more assembly. Also one of my co-workers came up with a way to do more realistic dynamic lighting.

**BM** In every way Enhanced can be described as a Doom killer. However, you have not included the multi-player action that Doom was famous for. What was the thinking behind that?

**ED** We never intended to support multi-play in either of the console versions. Instead, we decided to focus 100% on the single player experience. The PC version of Enhanced supports multi-play though, and is a lot to play.

**BM** Now a link-up cable is available (at least in Japan) and with the arrival of the NetLink, do you intend to include Deathmatch style action in your next game?

**ED** We would love to.



If you haven't bought Enhanced yet, you're mad. GET IT NOW!

**BM** Programming for the Saturn is widely acknowledged as being harder than on PlayStation. As a successful Saturn developer would you agree with this view?

**ED** For 3D games I would say that this is true.

**BM** A lot of developers seem to concentrate on producing the PlayStation version of a game first, followed by the Saturn version. Labotony have taken the opposite approach with Exhumed. Why was this?

**ED** We wanted to beat other companies Saturn titles to the market.

**BM** Is this way of doing things going to be continued in future Labotony games?

**ED** Definitely.

**BM** As experts in the field, just how difficult do you think converting Duke Nukem 3D or Quake to the Saturn would be? What would be the main problems in translating these titles?

**ED** The main problem with porting these games is that currently they work on engines that are not ideal for the Saturn. The temple town when doing the port is to try to modify the existing engine to run on the Saturn. The result will probably not run as fast as it is possible.

**BM** Do you think there's a danger that people are trying to copy what increasingly more powerful PCs are achieving, so opposed to what the consoles are good at?

**ED** If there is a danger of this it is being overshadowed by console news that really know how to benefit from the consoles. Titles like NIGHTS and Crash Bandicoot seem to be taking advantage of what consoles do best, and the Nintendo 64 is paving a new road for console systems as we speak.

**BM** Companies such as 3D Realms are specialising in producing first person perspective 3D shooting games only. Is Labotony going to follow a similar path, or are you seeking to explore different genres?

**ED** We have a few concepts in the works that fall into other genres than first person.

**BM** What can you tell us about your next project?

**ED** We are still wrapping up the European version of Exhumed for the PlayStation and the American and Japanese versions of Exhumed for the Saturn, PlayStation Windows 95 and PC CD-ROM. When these are finished, we'll begin to focus 100% on our new project.

**BM** What kind of schedule do you have - when will this new game be complete?

**ED** We plan to have something new available for the 1997 holiday season.

**BM** Finally, do you have any message to UK gamers/players? (apart from "buy our game!")

**ED** We put a lot of effort into the development of Enhanced, and we hope everyone enjoys playing it as much as we enjoyed making it!



Enhanced is bloody amazing. The graphics are just awesome - better than Quake.

# NIGHTS

Sega have an incredible surprise lined up for Saturn owners this Christmas - an exclusive, incredible version of NIGHTS. And it's FREE! It's also a fine game in its own right - as RICHARD LEADBETTER reveals right here.

**W**elcome back to the wonderful world of NIGHTS! You've missed out on the greatest hit of the year - the game that has taken the world by storm. It's now available on Saturn. It's now available on Saturn. It's now available on Saturn. It's now available on Saturn.

It's a wonderful surprise for Saturn owners. It's a wonderful surprise for Saturn owners. It's a wonderful surprise for Saturn owners. It's a wonderful surprise for Saturn owners.

It's a wonderful surprise for Saturn owners. It's a wonderful surprise for Saturn owners. It's a wonderful surprise for Saturn owners. It's a wonderful surprise for Saturn owners.

It's a wonderful surprise for Saturn owners. It's a wonderful surprise for Saturn owners. It's a wonderful surprise for Saturn owners. It's a wonderful surprise for Saturn owners.

# CHRISTMAS



The Christmas Card style intro shows Clark and Elliot setting off in their quest to find a Christmas Star.



## TIME FOR US!

It's a wonderful surprise for Saturn owners. It's a wonderful surprise for Saturn owners. It's a wonderful surprise for Saturn owners. It's a wonderful surprise for Saturn owners.



## WINTER NIGHTS

It's a wonderful surprise for Saturn owners. It's a wonderful surprise for Saturn owners. It's a wonderful surprise for Saturn owners. It's a wonderful surprise for Saturn owners.



## CHRISTMAS NIGHTS

It's a wonderful surprise for Saturn owners. It's a wonderful surprise for Saturn owners. It's a wonderful surprise for Saturn owners. It's a wonderful surprise for Saturn owners.



## NIGHTS: SHORT VERSION

It's a wonderful surprise for Saturn owners. It's a wonderful surprise for Saturn owners. It's a wonderful surprise for Saturn owners. It's a wonderful surprise for Saturn owners.



# NIGHTS!



## I HAVE FELT YOUR PRESENTS

This version of NIGHTS has tons of secret stuff contained within. Every time you complete the four rounds and defeat Glibwing (the boss), you enter a Patience style game. Turn over two cards and attempt to match up the symbols. Every pair you get gives you a lovely present, which is accessed from the opening screen. Specially these are as gifts to unwrap in all, although there are 24 slots!

### Open your presents!



## KARAKI - NOW!

It's time to get your hands on the Karaki - Now! This is a special version of the game that is available only on the PlayStation 2. It features a new level called Karaki - Now! which is a special version of the game that is available only on the PlayStation 2. It features a new level called Karaki - Now! which is a special version of the game that is available only on the PlayStation 2.



## LINK ATTACK

Link Attack is a special version of the game that is available only on the PlayStation 2. It features a new level called Link Attack which is a special version of the game that is available only on the PlayStation 2. It features a new level called Link Attack which is a special version of the game that is available only on the PlayStation 2.

IT'S NIGHTS! And let's get a little something for you. Nearly 20 brilliant presents, including an excellent one for Santa Dan.



## HOW TO GET CHRISTMAS NIGHTS

There are four ways to get Christmas Nights. The first is to buy the game on the PlayStation 2. The second is to buy the game on the PlayStation 2. The third is to buy the game on the PlayStation 2. The fourth is to buy the game on the PlayStation 2.

### 1. BUY A SAYON

Buy a Sayon and you'll get Christmas Nights. Buy a Sayon and you'll get Christmas Nights. Buy a Sayon and you'll get Christmas Nights. Buy a Sayon and you'll get Christmas Nights.

### 2. BUY GAMES

Buy games and you'll get Christmas Nights. Buy games and you'll get Christmas Nights. Buy games and you'll get Christmas Nights. Buy games and you'll get Christmas Nights.



## LINK ATTACK

Link Attack is a special version of the game that is available only on the PlayStation 2. It features a new level called Link Attack which is a special version of the game that is available only on the PlayStation 2.



The hero of the game is Nights. He is a blue bat-like creature with large ears and wings. He is the main character of the game and is the one who saves the world from the evil forces of the game.



# BUNDLES OF JOY

# Hooray! It's nearly Christmas – that time of year when big corporations bow to the consumer spending power inherent in the season and offer the world to flog you their goods. In Saturn terms this means rucks of all-new Saturn bundles. These are hardware offers featuring various amounts of discounted games as part of a package deal.

**A**right, so some stores will still be flogging the console for about seven hundred million quid, but others will do you a Saturn, game, extra joypad, Raywatch star of your choice (including David Hasselhoff) and free money for about ten pence. Well, perhaps that's exaggerating slightly, but there's still a whole wealth of cut-price goodies on the street for the discerning buyer. Although other packs are sad (shambling mockeries of shambling pseudo-travelers), being the full-on good eggs we are we thought we'd help you negotiate your way through this wallet-slapping gauntlet without you having to wear out the soles of your shoes searching for the top bangers.

You see, there's more to bargain hunting than price. Send your dad out for a value pack and he'll probably return with a Saturn, Blazing Dragons, Cyber Speedway and Virtus Hydlide from Kachoot! up the road. As the following guide shows, it's a Saturn-purchasing jungle out there.

## SEGA

Sega's own bundle is showing its little face in shops up and down the nation. It's the usual Saturn plus-one-pad starter pack, with a copy of Worldwide Soccer thrown in. Not the most generous of gestures, maybe, but a pretty solid multi-player title for Christmas day. So don't forget to buy another pad on top of the bundle.

**HOW MUCH?** £29.99

**WHAT'S IN IT?** Worldwide Soccer

**HOW GOOD IS IT?** Not bad at all. As anyone who played the demo on issue #12 will attest. Not the most obvious choice, perhaps, but good all the same.

**AVAILABILITY** Excellent – it's in just about every shop in the whole world.

**VALUE** Well – compared to the original £400 stand alone Saturns it's pretty good. But there are better offers around.

## HWY

HWY are offering a slight variation on the Worldwide Soccer pack. Well, actually it's a massive variation: Alien Trilogy, the one player Doom clone is your game, and they'll knock a tenner off Sega's list into the bargain.

**HOW MUCH?** £19.99

**WHAT'S IN IT?** Alien Trilogy

**HOW GOOD IS IT?** Good – but it's only one-player so don't expect to get much mileage from it on the big day. If there's anything good on telly.

**AVAILABILITY** Not bad – there are plenty of HWYs around.

**VALUE** If you're just looking for a basic machine and want to build up your own game collection this is a pretty good shot (or if you want Alien Trilogy, thinking about it). Also, effectively you're getting Alien Trilogy for free, which is a pretty decent bargain in its own right. Overall not too bad at all.

## DIXONS/CURRYS

Heck, Dixons/Currys just don't know when to stop. Instead of just launching one bundle into the Christmas fray they've put together five! All of these bundles are available at any branch of Dixons or Currys (which may be about 250 nationwide), so they're easy to get hold of. The chain has also taken the novel step of including £100 worth of software discount vouchers with every machine and are offering a six month interest free option on selected Saturn packs (subject to terms). So the terms are easy enough, if that's your main consideration. The only common denominator between bundles is though, is Sega Rally, included in all the sets. Let's take a small gander around the Dixons/Currys galaxy.

### DIXONS/CURRYS BUNDLE ONE

**HOW MUCH?** £29.95

**WHAT'S IN IT?** Sega Rally, Loaded

**HOW GOOD IS IT?** Both are class games, although Loaded might not last much longer than the festive season. Still, you can always swap it.

**AVAILABILITY** As with all the Dixons/Currys packs, excellent. There are racks of these stores all over the land.

**VALUE** Better than the Worldwide Soccer number, but you could do better than Loaded.

### DIXONS/CURRYS BUNDLE TWO

**HOW MUCH?** £29.95

**WHAT'S IN IT?** Sega Rally, Virtus Fighter 2, Wipeout

**HOW GOOD IS IT?** Two smart games, and one much sought after but not so awesome one. Buy an extra pad to fully appreciate VF2.

**AVAILABILITY** Excellent.

**VALUE** Good if it comes to a push – Rally and VF2 are classics. However it isn't the cheapest bundle on the market.

### DIXONS/CURRYS BUNDLE THREE

**HOW MUCH?** £29.95

**WHAT'S IN IT?** Sega Rally, Virtus Fighter 2, Wipeout, Arcade Racer steering wheel

**HOW GOOD IS IT?** The games are good, but you're really got to want the Arcade Racer to fork out for it.

**AVAILABILITY** Excellent.

**VALUE** You're better off getting loads of games before you start on the peripherals, to be honest. The Arcade Racer is fun but it's not essential.

### DIXONS/CURRYS BUNDLE FOUR

**HOW MUCH?** £39.95

**WHAT'S IN IT?** Sega Rally, Alien Trilogy, Glyceric Soccer, Arcade Racer extra joypad

**HOW GOOD IS IT?** The extra joypad is a good idea and the games are all of reasonable quality (although some achieve classic status: see Rally).

**AVAILABILITY** Excellent.

**VALUE** Not so brilliant. You could easily pick up these titles second hand for twenty quid each and the Arcade Racer is only for racing fanatics. Also, Rally is the only "Must Have" title in the bundle.



Sega Rally forms the basis of many packages this year



Sega Worldwide Soccer '92 is the perfect bundle game! Unfortunately, most packs lack the extra pad required for two-player action



Alien Trilogy forms the basis of HWY's pack. Not the best choice of game perhaps, but at least you aren't being sold a bad game.





**Firestorm Thunderhawk 2 -**  
In the Dream £279.95 pack.



**DISCS: CURRENT BUNDLE FIVE**

**HOW MUCH?** £109.95

**WHAT'S NEW?** Sega Rally, Virtua Fighter 2, Alien Trilogy, WorldWide Soccer, Thunderhawk 2, Loaded, Arcade Racer steering wheel extra zipped

**HOW GOOD IS IT?** All the games are good. Rally and VF2 are brilliant.

**AVAILABILITY:** Excellent.

**VALUE:** It's a good idea, but you're basically paying six quid for four non-essential games and a cackly steering wheel. Looks like more of a bargain than it is.



**COMET**

Named after an unsuccessful and dangerous aeroplane, Comet has managed to cobble together a fairly reasonable selection of games. Be warned, the Daytona they're offering is the original version (although that's not really a bad thing). The quality of games just wins out over Toys R Us (see elsewhere), but you're looking at an extra fifty quid for the privilege.

**HOW MUCH?** £229.99

**WHAT'S NEW?** Daytona USA (original), Virtua Fighter 2, Sega Rally

**HOW GOOD IS IT?** All three are cracking titles, although Daytona is showing its age, especially in contrast to the way superior Rally

**AVAILABILITY:** Pretty good - there's a Comet in or near most towns.

**VALUE:** One of the best games ever plus Daytona (which graphics aside it plays BRILLIANTLY). All for just 50p over the basic Saturn price in a word: excellent.



**ELECTRONICS BOUTIQUE**

They might have a tragic name like something from the late Sixties, but Electronics Boutique know their Saturns. The basic package of Virtua Fighter 2, Sega Rally and a second pad is pretty good going for an extra twenty quid. However, they are having trouble getting hold of enough fighters, in which case you'll be asked to choose from Digital Pinball, Hi-Octane or any of their second-hand ("pre-owned") titles.

**HOW MUCH?** £229.99

**WHAT'S NEW?** Virtua Fighter 2 (maybe), Sega Rally, another zapped.

**HOW GOOD IS IT?** With VF2 it's a smart enough selection. If your local doesn't have it, go for a pre-owned copy of NIGHTS or something to avoid disappointment. Don't pick Digital Pinball.

**AVAILABILITY:** In theory, OK, but shop around for the complete pack.

**VALUE:** Better than the WorldWide Soccer package although it's an extra twenty pounds. But you do get your money's worth.



**TOYS R US**

Undoubtedly the King of the bundles, and sure to sell out fast - so get your orders in right now Toys R Us aren't just waving the lowest price around like some kind of ragged victory flag. They're also offering thirty games - all of them good 'uns - for the dough. Maybe eat as great if you hate racing games and you'll need to buy a second pad to enjoy W, but this is easily the best of the packs on offer. Well done you daffily-named chun.

**HOW MUCH?** 199.99

**WHAT'S NEW?** Sega Rally, Wipeout, Virtua Fighter 2

**HOW GOOD IS IT?** Three top titles. Wipeout's the shakiest of the lot, and it's still smart. You may need to upgrade your Virtua Fighter, though.

**AVAILABILITY:** Toys R Us promise plenty of stocks, but their stores are fairly far between. The only real fly in the omelette.

**VALUE:** As far as price goes Toys R Us are unbeaten. The package of games is a good 'un too, although you should invest your saving in something more recent (such as Fighting Vipers) for best results.



**V2 again:** You DON'T get this with Toys R Us. You get the first game instead. In terms of value, TRU rules though.

**BUT I'VE ALREADY GOT A SATURN!**

Calm down, you whingeing jeeves. If you're not bothered about a new Saturn bundle, here's the top ten games we think you should try to wrangle into your Christmas stocking...

**NIGHTS**

The most exhilarating title on the Saturn so far - a brilliantly innovative family game which will keep you going for evenings.

**Fighting Vipers**

The funkiest beat 'em up on the Saturn in a while. It might be quite so smooth or complex as VF2, but it's compulsive, intelligent and enthralling.

Massive bundles of "punk" and "kings" with your light gun. Fun for all the family!

**Tom's Raider**

One of the biggest, most challenging and best designed games ever written. It looks smart too. Every home should have a Tom's Raider.

**Daytona USA**

Say what you like about its relative merits via a via the original, Daytona USA is smart and well worth your attention.



**Street Fighter Alpha 2**

2D Fighting games can be fun, and Street Fighter Alpha 2 certainly is. That's what Simon Mayo would say about it, and I'm not going to argue. It's ace.

**Shining Wisdom**

The source of more calls to our office than if we'd mounted a live hand grenade on the cover of our last issue. A puzzle/RPG tear de force.

**WorldWide Soccer '92**

Depth of playability is the key here, and WorldWide Soccer is deeper than a big crease at the bottom of the ocean.

**Exhumed**

The best Doom-style game the Saturn has seen, in fact it's better than Doom.

**Night Warriors**

We might have reviewed it 2000 ago, but it's only just come out. A stunning, cracking, non-shambling mockery of a pseudo-thriller game. Stunish!

**Virtua Cop 2**

Pop pop, watch them all drop.



Look out for your free copy of Christmas NIGHTS - see page 26 for full details.





# DAYTONA RALLY

It's about 15 months since Daytona USA was released on Sega Saturn. And despite the brilliant gameplay, there has been much uncontrollable wailing and gnashing of teeth. Surely the Saturn is capable of better? Well, combine Daytona USA with Sega Rally and 32X Virtua Racing Deluxe and you have... Daytona Championship Circuit Edition. Words and pictures by RICHARD LEADBETTER.

I intended tonight to be fun. Sega Rally seemed like a good idea, but the original Daytona USA could have been. It was viciously super-close to the arcade game and played identically. So, getting the CS Team to do their own version of Daytona should have resulted in a conversion just as close as? Well, maybe. (Sigh) (Shout)!

You can read the full review later on, but suffice to say that the CS Team have decided to go their own way and have deviated from the original of the original arcade game in many different ways. (Sigh) (The number of VR Deluxe on the 32X.

In every way this is a bit of a blessing in disguise as far as writing a colossal eight-page showcase goes, which means that we have a whole lot more to write about, not just reiterating what was written when we did the original Daytona USA, which was many moons ago in the original SEGA MAGAZINE.

In fact, just about the only aspects of the original Daytona that do remain similar in the new game are the old courses. Everything else is different. The cars are all new, there are some newly-crafted tracks to get to grips with and the range of options and what not is very, very similar indeed to what the CS Team achieved with Sega Rally. It's got a Cheat Mode, split-screen two-player mode and everything. Heck, even the handling of the cars - the way the thing drives - is completely different to what happens below (similar to VR Deluxe).

And now, stop with the whining, as we move the game still further in the new-established in-depth Showcase section.

Daytona CCE is available on Sega Saturn.





SHOWCASE 

# DELUXE

CORNER

Max Jam

HOKY



Full-on racing action all the way in Daytona 200. A close contest at Desert City (left) sees Max Jam Park Agency (right) win the race (below).



A zooming sight showing the last corners of Seaside Street Galaxy (above) while the Oracle still searches for any sign of a "city" in the Desert City track (right).



 SEGA SATURN

**LET'S SEE THAT ONCE MORE**

Daytona USA was renowned for being in the replay department, and when you did complete a course, the emerging panoramic views were spoiled by some outrageous clipping and slowdown. Daytona CCI gets that. All in rights with a full replay available should you complete the course in the top five. That's on Normal racing mode. Should you opt for the Grand Prix or Endurance races, there's just too much data for the Saturn to remember. So you don't get one. Still, to

witness (and indeed witness) your previous moments of triumph from a variety of camera angles, the replay mode is well worth investigation, you!



The sea-side Seaside Street Galaxy (above).

**HOW DO THE TRACKS LOOK?**

**777 SPEEDWAY**

The straight of the original track in Daytona USA, this was the track with the least amount of clipping - apart from the Seaside Wall. It's back, inside better in Daytona CCI.



After the Seaside Wall, the First Machine is the centerpiece of the 777 Speedway. The new Daytona (right) benefits from more polygons making up the side walls and many more overhanging trees.



Supposedly the main entrance to the track, this is never actually used or even seen in the race proper (unless you spin off wildly). Still, the empty black hole of the original Daytona is gone. It's a real tunnel now!



The most memorable section of the 777 Speedway is the Seaside Wall. In the original Daytona it was a pop-up nightmare. The new version is loads better and there are many more trees (which hide some clipping) and better fences.

**DINOSAUR CANYON**

One of Daytona's more audacious tracks, the Dinosaur Canyon in the original version had huge amounts of detail, but had some notorious clipping.



The canyon surroundings on the original Dinosaur Canyon were very straightforward and popped up next unconvincingly (left). It's a completely different story in Daytona CCI, so you can see (right).



Moving into the tunnel of the track, the original version put the whole car in shadow even when you went past the windows. This has been rectified in Daytona CCI, plus the lighting is more accurate.



The big landmark of this track is the enormous fossilized dinosaur. A lot of detail has been spared in CCI (the tail's completely gone!) but the clipping is far better. Some evidence of compromise here, but overall the new track's far better.

**SEASIDE STREET GALAXY**

The original Daytona really whined when it came to rendering this track at speed. Clipping was also a major problem. How have CCI's coders worked around these problems?



This section right after the bridge showed down greatly in the original Daytona (left), and CCI's programmers have been forced to reduce the detail on the intricate backgrounds (right). You don't really notice.



This section remains pretty much as it was in the original. The overall clipping effort is better, and the redone unrecognisable is pretty impressive - just as it was in the Dinosaur Canyon.



This was the most horrific clipping nightmare in the original Daytona and there was plenty of speed loss. A total redrawing festival has occurred. A lot of detail is lost (where are the chaffin booster rockets?) and the fence is gone. But it's very fast.

## A TALE OF THREE CONTROLLERS

Being a driving game and being converted from an arcade machine controlled primarily with a steering wheel, Daytona OCE is ripe for some compatibility with the myriad controllers available for the Saturn. So, how does the game play with each of these wonders? You're about to find out.

### 1. JOYPAD

Everyone's got one of the ordinary joypads and on the original Daytona, it was brilliant - far superior to the Arcade Race On Daytona OCE, it is initially very heavy, the car not being built as stable as in the original. Some heavy slamming on the anchors is required to power-drift, and this is the key to success. I completed it with the jypad fairly easily.

### 2. ARCADE RACER

The steering wheel sold when Daytona USA first appeared on the Saturn. I've never been a fan of the Arcade Race on Daytona OCE. It's just too big and clunky with no feedback. Better at power-sliding than the jypad (was actually), but I'd still prefer a normal pad or the NIGHTS controller.

### 3. NIGHTS ANALOGUE CONTROLLER

Great choice of controls - the shoulder buttons underneath the pad control the accelerator and brakes. You can even use the Digital pad for the options. The analogue response is brilliant and power-sliding is very good.

Definitely the preferred controller for Daytona OCE, although response is extremely precise. Sometimes you think it's a roller-coaster you're controlling, not a stock car. I would say that playing Daytona OCE is a lot, lot better with the NIGHTS pad. Buy one. Now. And if you haven't got NIGHTS buy that too.

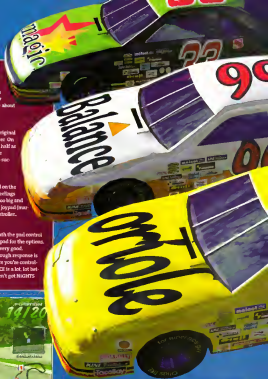


The new tracks in Daytona aren't really built with the old ones. The style is completely different, in our framed option, the National Park Speedway (shown) has probably got more in common with the style of this course in Mean 11 SuperBike!



Remember: Daytona looks really cool even...

...and the latest lighting is excellent.



## DAYTONA: BEFORE AND AFTER

Daytona USA has received a national overhaul in order to keep the speed up and reduce the awful clipping of the original. For the most part, the redesigned tracks are far superior in terms of look, but for a more complete examination look at the examples on the left of this spread.

### PAL TRANSLATION

Not much effort went into Daytona USA's original PAL translation. Even the NTSC version had borders and these were super-exaggerated when converted to PAL. Daytona OCE is a lot better. Not only is it a lot smoother, but it's full-screen too. Probably the best PAL translation EVER, alongside Virtua Fighter 2 of course. Look at the pictures above for a comparison.

## VR VIEWS

From the days of Virtua Racing, 3D driving games have benefited from a choice of viewpoints. That's the beauty of 3D, see? You can view the action from any perspective Daytona CCI has four views, just like the original, although the CS Team have tweaked the perspectives slightly. They don't look quite as dynamic, although in terms of viewing what's actually going on, they're significantly better.



The "stranger" view. The perspective is from the very front of the car, looking slightly upwards. You get a very dramatic sense of speed with this view.



The familiar "cockpit" view. You get to see the bonnet of the car in front of you (plus any bottle damage). Not much different from View One, particularly.



The typical chase car perspective pretty much sees up view three. This is the default perspective the game gives you. Not bad at all.



A kind of helicopter view, behind and above the player's car. It's not that far behind, with its big overall coverage making this view the best.



## TWO CAN PLAY AT THIS GAME

Another big monev with the original Daytona was the fact that brilliant gameplay aside, it was something of a solitary experience. There was no split screen or link-up mode whatsoever, meaning that any competition had to be along the lines of fast lap times or whatever. It's all change in Daytona CCI with a Rally-style split screen mode and a more finely realised Time Attack feature. Although the graphics suffer in two-player mode, it's still good fun, and options such as a headstart for one player and a slower car boost increase the competitive element still further. Lowly



A close-up view of the new, improved 707 Speedster (Silver), with dramatic views courtesy of the game's newly installed Foggy mode. The viewer has chosen to see the Phoenix car - definitely the less-esteemed opponent of the Robert Adams. It's rethink.



I also remember...



Some cool moments...



And even a bit of Aard act.



This car is supposed to represent the original arcade car from the same. The Hornet is best described as average - it's just about every regard, although its top speed is disappointing at times. To be honest, there isn't really much call for this car in the tracks or after



Just like the Hornet, this car's some damn comparison with the cars from the original Daytona, although it's far less responsive when it comes to power-sliding. Virtually identical to the Hornet, it suffers from the same problem - not being good enough at anything, really.



Despite the view, the Max is positively the best car for just about the entire game. Acceleration is far more important than top speed, with the Max positively tearing up at over-pitch on every track bar Bannock Canyon, in many ways, the game would be better without this "cheat" car.



DRP  ACCELERATION  TOP SPEED 

## ORIOLE



Although it looks like nothing like the original Buick cars, the Oriole is probably the closest you'll get to terms of handling, its loose grip makes for some exciting over-shifting, with acceleration and top speed making for a most comfortable show of performance. A great choice for Bonus Canyon.

DRP  ACCELERATION  TOP SPEED 

## MAGIC



Although it certainly seems to rank the Magic as one of the average performers, it's actually a pretty impressive vehicle. Great at corners, and holding its own in terms of speed, its only problem becomes apparent when you start the race or take a corner badly - its acceleration is dull.

DRP  ACCELERATION  TOP SPEED 

## PHOENIX



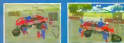
In paper, the combination of maximum power in terms of top speed and acceleration makes the Phoenix look like a most interesting vehicle. In actual fact, its grip is so bad you spend most of the time trying to avoid whoopsies - a complete dog's dinner of a car. Absolutely awful!



## SECRETS OUT

The original PlayStation 2 version of the game included a secret 'secret' guide around the tracks. It was hidden in the form of the rear number of the cars. In this new guide, you can expect to find a lot of new secrets - a few more vehicles, some 'secret' level settings, and a lot of new 'secret' items. It's a great little guide to help you get the most out of the game. You can find it in the 'Secrets' section of the game's menu.

# SHOWCASE



The pit crew still hasn't developed proper fuel - a trait left over from the original Saturn translation of Daytona USA.

DRP \*\*\*\*\* ACCELERATION \*\*\*\*\* TOP SPEED \*\*\*\*\*



Question: why choose the Wolf when the Max has the same acceleration, top speed and better grip? Answer: because, well, yes. Good question. It does not cut, the Wolf is probably going to be good enough to win you a few races, but its similarity to the Max is very close. And quite frankly, it's not as good.



DRP \*\*\*\*\* ACCELERATION \*\*\*\*\* TOP SPEED \*\*\*\*\*



The Balance is a great example of why acceleration is so important to Daytona USA. Its overall statistics are impressive, but its lack of acceleration severely limits its performance on every track bar the 777 Speedway. In fact, why bother with any car when the Max probably destroys the CPU opponent?



Likely suspect of the falling car (similar only in name to the original Daytona car), the proper acceleration into the final tricky section of Double Street Galaxy. The should be pleased to discover that the horrifically tight corner just ahead is actually a lot easier to take in Daytona USA, especially if you choose the near-omnipotent Max car.



## NEW DAYTONA TRACK #1: NATIONAL PARK SPEEDWAY

Anybody who saw Damon Hill stretch to victory and claim the F1 World Championship might recognize some of the scenery from Suzuka in the National Park Speedway. The track itself is nothing like it, but the main scenery of note in this track is an enormous rollercoaster and a Ferris Wheel, which Mansay Walker used as scenery when reporting on the qualification race before the main race. The former landmark is quite noteworthy in that you can see the cars traveling around the track, looping the loop and what-not.

The actual track itself is designed to be of intermediate difficulty between the original Daytona's 777 Speedway and Doncor Canyon. Just about the entire course can be taken at top speed, but one corner just after you pass the rollercoaster. There's also a small section which seems to be very similar in look to parts of the Mountain Coaster in Sega Rally. Although there are a number of berms in this sector of the track, careful driving means you can still take them all at top speed.

### SECTOR 1: THE START

The start of a typical National Park Speedway race is a pretty straightforward affair. Power through the start flag, take a simple right turn then watch out for a sudden dead-end. The road inexplicably switches suddenly to a nonstandard track on the right. It's not too much of a problem to overcome this particular hazard.



### SECTOR 2: THE MOUNTAIN

The track is suddenly surrounded by mountains and you're forced to make your way through what looks very much like your average S-Bend. As the mountains to the left is cleared, the Ferris Wheel comes into view. There's a couple of crash possibilities here, but nothing really hazardous.



### SECTOR 3: THE ROLLERCOASTER

With the mountains clearing to the right, the track enters a pleasant grassy area. There's still a sheer drop to the left (although it's walled off) and you can witness the full splendor of the rollercoaster. The last bend before the start of the lap requires much braking and a good powerslide if you are to be successful.



The individual rollercoaster cars speed around the track in the background. There are no moving backdrop objects in the original F1 of Daytona courses.

Placed in difficult diversity after the 777 Speedway, this one seems to actually pretty easy with only one or two corners designed to give any problems.

## NEW DAYTONA TRACK #2: DESERT CITY

Desert pretty much sums up this particular track, although when the designers got the idea that there might be a city sand remains unclear. Because there isn't one. At all.

There aren't even that many buildings to be honest. What there are includes mountains, tunnels, and a huge freight train that makes use of said tunnels. Gauged in difficulty terms to be harder than Sea Side Street Galaxy by the DS team, Desert City isn't really that difficult to master at all. The track simply demands that you have a good awareness of how to powerslide - if you have this skill, negotiating the 90 degree turns that proliferate Desert City should be pretty easy. One hazard that is something of a pain is the dirt that surrounds some of the harder corners. If you fail to take such a turn well, it's difficult to regain traction and previous corners are lost forever. Unless you restart the race.

### SECTOR 1: THE START

A freight train disappears into a tunnel ahead of you as you scream into some pretty claustrophobic canyons (kind of like the end of the difficult Venus Racing track) which gives you a steep turn followed by an S-Bend. Things are tough (right from the start)



In Rally Mode where these pictures were taken, you can get some spectacular views - and the scenery's pretty decent too.



### SECTOR 2: SHEER DROP

A sheer drop to the left (thankfully walled off) shows a balloon slowly rising (it gets higher every lap). Negotiate the tight turn and you have the first sheer 90 degree turn in the lap. Take it from the outside and power-slide around and you should be okay.



### SECTOR 3: TUNNELS OVER TUNNELS

A couple of nasty corners await after passing through a tunnel (over which you drive a bit later). These turns are surrounded by dirt which slow you down tremendously. After spending you the tunnel you just passed under, there's just one more tunnel to go through (the train uses this one) before turning right and heading for home. Or rather, the next lap. Or the finish line.



# get more

from your  
SATURN

jump higher  
**BIGGER**  
faster  
better  
more

**action replay** puts the power in your hands

- live longer, punch harder, run faster, jump higher
- hundreds of built-in cheats for the latest blockbusters (and the best of the rest)
- Built-in 2 Megs of game save memory..... 4 times the size of standard memory
  - optional PC link-up for the ultimate hacker
- add more cheats as new games are released

Saturn  
version

£54<sup>99</sup>

Available from selected branches of:  
or direct from



GAME



BEATTIES

Data Direct, Govan Road, Fenton, Stoke-on-Trent ST4 2RS.

Tel: 01782 744707. Fax: 01782 744298. Website and Email [HTTP://WWW.DAT91L.CO.UK](http://WWW.DAT91L.CO.UK).

Allow £2.00 p.p.p.



© 1995 DAT91L LTD. ALL RIGHTS RESERVED.







# SEGA SATURN

# Review Index

When the Review Index announced last month that it was leaving SEGA SATURN MAGAZINE to become a crooner in Las Vegas, we were naturally quite surprised. Since issue #1, Rev as we fondly call it, has done valiant service in pointing out what reviews are where. But times change, and as the sound of 'Come Fly With Me' and 'April in Paris' echoed about the office, we sensed fresh ambitions emanating from the previously humble page. So this, I'm afraid, is the last you'll see of it. Unless of course you want to catch it at the Holiday Inn tapping the bill with Tom Jones.

*An Review Revvy boy!*

VIRTUA COP 2	66
DAYTONA CCE	68
AMOK	70
STREET RACER	72
HARDCORE 4X4	74
CHAOS CONTROL	76
THREE DIRTY DWARVES	78
BLAZING DRAGONS	80
CRIME WAVE	82
PGA TOUR GOLF	84



# VIRTUA COP 2

AM2 have established themselves as the most greatest of Sega Saturn coders with an established quality of videogame second to none! However, as the coin-ops increase in sophistication, can the Saturn keep up? In a word: YES!

BY	SEGA/AM2
PUBLISHER	TBA
STYLE	SHOOTING
RELEASE	NOVEMBER



This hero's plug from Virtua Cop, and indeed Virtua Cop 2, he's joined with his partner Seamus from the first game as well as Janet Marshall. She drives the car in the chase sequences.



The sheer numbers against you in Virtua Cop 2 is far more pronounced than in the first game - especially in later stages.



The backgrounds in Virtua Cop 2 get the upgrade to share in terms of detail - but the speed remains the same.

**G**ameplayers can be divided into two camps - there are those who see Virtua Cop as a nice-looking but extremely shallow videogame with no testability. And then there are those who have actually played it. And played it. And played it. You see, Cop is one of the best games you can get for the Saturn and presents a huge challenge thanks to some exceptional testability-inducing game variations. Right up until now, the original Cop was still being played in the SNAAP offices.

Now the same rush of wonderment and



enjoyment is sweeping through the office again. Now see, Virtua Cop 2 has just turned up and it's even better than the first game. In fact, it's a whole lot better.

The most important thing to say about Virtua Cop 2 must be the sheer scale of the game. Just about half way through every level you're given a choice - you can select one of two routes through the latter half of the stage. So basically every stage is at least one and a half times as large as Cop 1's. And you can't see everything the game has to offer by just using one credit. There's also a lot more variety in these stages -

You can select **one of two routes** through the latter half of each stage - Basically, every stage is **one and a half times** bigger than Cop 1



A close-range assault is really taken out.



The Justice Shot from VCI is back - shoot the gun from your feet! Good!



The stage select screen - much like Virtua Cop 1 that you can select the levels in whatever order you want.



You're looking down on the action from a helipad on this shot (above). All the enemies can be blasted off the desks as the enemies pop up from below them.



The first car chase culminates in some hot explosions.



There's two hostages in each from V1 in Cop 2 (above right).

the environs are far more impressive with a lot more going on than in the first game. The addition of jail-bait car chases and some awesome set-piece action scenes doesn't hurt either.

It must have been a real effort to convert Virtua Cop 2. The arcade original is far, far more detailed than its predecessor (which the Saturn emulated almost perfectly) and feels as smooth. The AM2 conversions have kept the frame rate at the same level as the original Virtua Cop, but the amount of detail lavished on the backgrounds is far, far more pronounced. It's lacking some of the coin-ops' detail, but in Saturn terms, it's a visual feast far in advance of what was achieved with the original Virtua Cop.

These new backgrounds, as well as being prettier, are also far more interactive. Destruction feeds should be happy with the advanced AM2s have made by making just about everything you'd want shoo-table. Signs collapse, watermelons explode, awnings can be blasted. And as for the carnage in the bar (complete with loads of bottles to blast), it's incredible!

In fact, just about the only thing I wasn't quite so impressed with was the music, which although well above average isn't up to the classic tunes created for the original Cop. Still, this has been made for (just about) with an excellent range of new sound effects adding to the impact of the experience (still) further. The phrase "AM2s have performed miracles" is perhaps getting a bit worn out by now, but the simple fact is that they have. We couldn't really hope for a more impressive conversion of Virtua Cop 2. All of the things that made the first Cop so Endable - the additional modes



There's plenty more vehicles in the gaps attacking you.



The woman attack free of direction.

HERE'S THE DEAL

So you've got Virtua Cop 2 in your collection but you haven't really played too much of the sequel. What are the main improvements there?

Well, don't expect too much in the way of improvements to the fairly basic gameplay. The same blasting action is pretty much as evidence. There's just so much more to experience this time (thanks to the choice of route through the level) as well as more variety in the bad guys (the range of opponents was a bit limited in Cop 1).

The audio-visual overload reaches new levels on the two car chase sequences. The graphics are brilliant - taking out a villain's car by shooting his tyres and watching him crash is a spectacular experience.



The brain level from this 2 is a graphical marvel - and it's not hard as well.



The amount of detail is far more pronounced... In Saturn terms, it's a visual feast far in advance of Cop 1

Another classic AM2 release, defying the so-called "Reitization" of the Saturn, Virtua Cop 2 is absolutely stunning and simply MUST be bought. Now.

graphics	95	overall
sound	90	
playability	95	
longevity	94	

95%

# DAYTONA CHAMPIONSHIP C

Daytona USA? Great gameplay, shame about the graphics. And the sound. But lo! Here comes the Rally conversion team intent on releasing a better conversion! Have they succeeded? Well, yes. And no.

BY	SEGA/CS TEAM
PRICE	£49.99
STYLE	DRIVING
RELEASE	NOVEMBER



The pit crew hasn't really changed much since their debut outing in the original Daytona...



The new difficult corner on the National Park Speedway proves to be the undoing of this particular driver.



Jostling for position on the speeding straight of one of the new courses - National Park Speedway

## POP-UP PALPITATIONS

To the average spectator, the original *Daytona USA* looked like a right dog's dinner. The graphics, although fairly faithful to the original coin op, were marred by its polygon pop-up scenery would just suddenly appear out of nowhere on-screen, severely testing your willing suspension of disbelief. Well, solving that particular problem was the biggest problem facing the CS conversion team. The extra detail on the tracks means that the pop-up isn't as good as Sega Rally's (and still very noticeable at times), but it's still a huge improvement.



Everyone can see that the original *Daytona USA* was a bit of a missed opportunity. Yes, the all-important gameplay was brilliant, but the graphics (most notably the polygon pop-up, or "clipping") was a bummer. Enter the CS Team behind the brilliant Sega Rally conversion - surely they could reintroduce the awesome graphics and sets in the gameplay! The answer is yes to the former, no to the latter.

The graphics are much, much improved over the original. The letterbox display has all but disappeared and the smoothness of the game is much improved in fact. I would venture to say that, along with Virtua Fighter 2, this is the best 3D transition I have ever seen, actually looking quite a bit better than the NTSC original in terms of look and speed.

Also worthy of praise is the attention taken in re-rendering the original courses. On everything except one section of the expert track, the backgrounds boast greater resolution and better colour. The textures, although still not a patch on the hi-res glory of the



arcade, look much, much better. Also, the clipping is much improved. Not as Sega Rally's league, mind you, but a huge improvement.

The thing is, the CS team have completely done away with the cars that were in the original *Daytona*.

So, essentially, Arcade Mode is missing the most important aspect of the arcade game. Although there are "Gallop" and "Hornet" cars to choose, they look and control completely differently to the vehicles from the coin-op. The main problem with this conversion is that the handling just isn't as tight as the original coin-op, or the first Saturn translation. The power-boost system is totally different. And not as good, unless you have the Nintendo analogue controller.

And what of the new enhancements? Well, the new cars and the new control system takes some getting used to and whilst not in *Daytona*'s league of genius, it's still damn good. Like the cars, the new tracks just aren't *Daytona*. Think Sega Rally with far more and more imagination and you have some idea of what's on offer. They're excellent fun, if a little featureless compared to the timeless originals.

The two player mode is a welcome addition, but

By taking away the original cars with their particular handling, this new conversion doesn't play much like *Daytona* any more



The other new track, Smart City Island, is a prize for the first racer to breach the city in this course.



## CIRCUIT EDITION



Driver's Geyon looks a lot better apart from the fuel,



Moving background objects on the new tracks. What?



Max TT meets Japan's Suzuka F1 track here.



Smart City, the toughest track? Driver's Geyon, surprisingly



Everything from the original Daytona USA has been reborn.

only seems to work well on the new tracks. The original is severely blighted to by some horrendous clipping, which takes a lot of the fun away. This game is in desperate need of link-up cable compatibility now that would be spectacular.

The only thing I haven't really covered is the sound. The good news is that the karaoke style singing from the original is gone. Personally I was hoping for the arcade tunes but instead we have something of a mish-mash with every Sega tertiary composer. A track or two (Sega Europe's Richard Jacques shines through with some excellent dancey rewrites of the original), but only a couple of his tracks have been included. This paves the way for Sega of Japan's usual Sega Rally style music (awfully good) as it goes) and Sega of America's absolutely horrendous "soft rock" (complete with Mr Big vocalists, Eric Martin's buzzy crooning). The overall impression is could have been better - some of the tracks are great. Others (the Sak ones) are rubbish.



Simply the point of this whole exercise was in giving the Saturn the version of Daytona it deserved? By taking out the original cars with their particular handling this doesn't play like Daytona any more. That's not to say that the game is awful; it's just not really what I was looking for in the conversion. And that's the bottom line really: if you buy this expecting a new racing game with some of Daytona's tracks, you will be well satisfied. And there are some pretty decent hidden features in the game which should please AAAI traditionalists a bit. And that's really where this game does score. Take away the Daytona baggage and essentially you have a different racing game that is very enjoyable to play, looks absolutely fantastic, has five ace tracks, two player capabilities and loads of fast-ability. Looking at it from that perspective, Daytona CCE suddenly becomes a lot more appealing. It's just a shame that the genius gameplay that made Saturn Daytona USA so great (despite its graphical frailties) isn't here in any way shape or form.

REICH 



Two-player mode is a clipping nightmare, although the two new tracks work pretty well.

The version of Daytona the Saturn deserves? Not at all. Get over that disappointment and enjoy what the CE team have produced - a graphically excellent, fine playing racing game that's far superior to the average driving game.

graphics	94	overall	90%
sound	83		
playability	88		
fastability	91		



# AMOK

Featuring some stunning landscapes and incredible special effects, you can't argue with the stylish visuals Amok presents. The question is, after years in development, does this Scavenger release cut the mustard in the gameplay department?

UP	SCAVENGER/LEMON
IP/PC	TBA
STYLE	SHOOTING
RELEASE	DECEMBER



Previous games that have used fixed technology to create 3D landscapes have suffered from producing very unmyopic environments. But at least you get seductive vistas, a slippage of variety in the graphics as well as the mission as after.

## CONTROL-A-THON

Amok benefits from having a pretty excellent control system. In fact, just about the only thing missing in compatibility with the NIGHTS analogue controller. Still, what coders Lemon have done is position a system of control similar to Doom and Quake. Left and right rotate the Amok craft with up and down producing forward and backward motions. You can sidestep left and right with the shoulder buttons (very good on the NIGHTS pad) excellent for dodging enemy fire, particularly when used in conjunction with the run button. A great tactic is to utilize the strafe and turn buttons simultaneously, to circle your opponent, hitting horns whilst avoiding enemy fire.



**S**cavenger have a reputation of making games that look, or feel, completely unlike anything seen before.

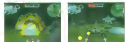
Case in point: Megadive Red Zee - a game which was steeply underrated when it came out. The same could be said of this new game too in the same stable of coders.

Amok is a distinctive looking 3D blasting game that looks totally unlike anything you've ever seen. Rather than rely on texture mapped polygons to create the landscape, developers Lemon have sought a different route. Using the Saturn's VDP2 video



processing chip they've created a very realistic (albeit slightly blocky) landscaping routine rather like a low resolution version of those fractal landscapes that were all the rage years ago. The effect is nothing short of splendid. The move away from polygons means that there's absolutely no clipping in any tangible form and also smoothness isn't an issue. This game runs so fast and indeed as smooth as Virtua Cop or Sega Rally Extra details to the landscape are added in the form of scalable sprites (that is, they get bigger as you get closer to them) - something that the Saturn doesn't exactly have any difficulty in producing. Adding to the classiness of the overall look are some stunning special effects, most notably the lava flow from the sun as you turn. The explosion too are rather special. Very large and very rewarding.

The move away from polygons means that there's no clipping in any tangible form and smoothness isn't an issue



The distance level is packed with enemies. Things get pretty tough from here on in.



One of the best levels taken you back underwater. Various obstacles include pursuing (and indeed destroying) an enemy ship.



The first level of Amok is not underwater, but it's a cakewalk compared to the terrain that await on the later sea-level.

## TWO-PLAYER CAPABILITIES

Amok is pretty well sorted in the multiplayer department, with what must be one of the best split-screen modes to date. No ugly clipping and the maximum of slowdowns make this something of a visual feast. Hate off to the scavenger keys here as not only is this part of the game visually sound, the gameplay variations are cool too! Reminiscent of *Doom* - and that's no bad thing.

## 1. COOPERATIVE

The default two-player system, this is very similar indeed to the basic one-player game. In fact, you undertake the self-same missions simultaneously with a pal. It's very similar to playing in *Cooperative Mode* in *Doom* or *Quake*. This adds a whole new dimension to the gameplay and the split-screen mode works very well indeed.

## 2. ONE-ON-ONE

This is probably the closest you'll get to the *Doom* Deathmatch style of game. Your job is simply to blast the crap out of your opponent. Adding to your problems is the fact that the enemy are still about, so it's a good idea to try to catch your opponent in a crossfire. Search around and stock up on weapons first!



Large explosions are one of the best things about Amok.



Throwing a bomb into a minefield produces some bloody awesome configurations. As seen in these pictures.



Amok uses a Vista-based landscape in order to protect some stunning (if a tad blurry) landscapes.

Beep. You're dead.

One small success here or there.

Some split-screen stuff.

after a pitched battle.

Amok features a pretty decent control system too. It's rather like *Doom* in that your frog-like machine can walk, run and strafe left and right. Everything is logically placed on the control pad, and the old *Doom* tactics of using rotate left and strafe to circle around targets, which is also great for dodging enemy targets.

The meat and drink of the game is quite similar in execution to the *Strike* games. Every mission is split into a series of smaller sub-tasks, completion of which allows you to move on to the next part. What is good though is that if you fail some of the sub-tasks, it radically alters what happens next. The mission can be salvaged if you make a cock-up, which puts it ease up

on the *Strike* games.

Even I was initially put off a bit by the difficulty level. Make no bones about it, Amok is something of a testing game. Absolute mastery of your craft is a necessary and it does take a couple of hours to fully explore its potential. Thankfully, the involving game design and varied tasks, coupled with the sheer enjoyment of the game more than makes up for its initial difficulty. The look of the game suggests that this is something different, and to be honest, it may not appeal to everyone. At first.

Give it some time though and you can't help but get drawn into this deep, compelling blasting game.

RICH

Very original, very classy visuals, plus a strong element of blasting skill and strategy. Amok's gameplay manages to match the excellent look. **Highly recommended.**

graphics	91	overall
sound	87	
playability	90	
lastability	90	
90%		

# STREET RACER

No matter what console you happen to own most people would agree that one of the greatest games ever is Mario Kart on the Super NES. Would it be sacrilege to compare Street Racer to it?...

ON	UST SOFT
PRICE	£44.99
STYLE	RACING
RELEASE	NOVEMBER



Just what the resemblance of the songbook pictures (pictured in a earlier) tell you, still, it looks nice.



Observe! Don't give flying over at the speedster in her boots.



This pink booty turns up in the intro sequence. See a rather soft comic sequence where it keeps getting run down, there's.



This picture reminds me of Mario Kart...



...In the South, it brilliant way it's all just!

**S**treet Racer seems to have appeared out of nowhere. It has in fact been in development for some time, and if you've seen any screenshots of it at all, you'll no doubt be thinking one thing - Mario Kart. There's little question that Ubi Soft used Mario Kart as an influence, something that's evident enough in not only the basic premise but also the themes of the various tracks. But whether



it's a bit of a rip-off or not, who really cares so long as it plays well?

Street Racer features a total of eight cars in all, each of which is judged on its speed, acceleration, grip and handling. The best to start with is Hoda because all of the elements balance well. Once you feel comfortable with the courses and handling you might want to move on to a car with better acceleration and speed in addition to this, each car has its own range of special abilities. Frank's car for instance makes a ghostly transformation which scares other cars out of the way. Or there's Kajiser's gold chain grapple that pulls other cars backwards. Each character has a total of two specials to go with their ability.

The eight player split-screen mode is pretty phenomenal...



The rather slow and distant track is the home to Frank's car - one of the slowest.







LET'S GET READY TO...

**Rumble in Kamek mode!** This is where all of the characters engage in a free-for-all in a circular arena. The idea is simply to knock other drivers out of the ring by whatever means possible, whether that means punching or using one of your character's special abilities. On the easy level, there are walls around the ring which gradually disappear, but play in Crazy mode and the rumble starts without any walls at all.

...whether it's a bit of a rip off or not, who really cares so long as it plays well.

to punch left or right of them.

The courses vary according to which championship you're racing in. The three cups – bronze, silver and gold – involve racing around eight tracks, each of which is the home to a certain character and when they are racing on it they hold a slight advantage. To progress to the Silver cup you must first win the Bronze cup and likewise going from Silver cup to Gold cup. As you move through the cups the courses get progressively more challenging and your fellow racers more proficient.

Although I found the characters a bit tacky and the courses largely derivative, it remains a fact that Street Racer has got a lot going for it. The CPU players are well programmed meaning they respond to your abilities, thus ensuring a more challenging race and the variety of game modes further enhances the game's longevity.

My only real criticism is to do with the arena-

tion. While it all moves very smoothly (60 frames a second – twice as smooth as Sega Rally) racing tends to give you the impression that the road is moving while the car remains stationary. Admittedly this doesn't really effect the gameplay a great deal but it does feel a bit disorientating at times. As for the graphics they're very nice indeed, colourful and rich in detail.

The eight player split screen mode is pretty phenomenal although it has to be said that the image is so small that it becomes a bit ridiculous. Four player split screen is actually very good though, and there isn't the least sign of slowdown.

So is it the new Mario Kart? Not quite. It lacks the overall accessibility of the Super NES classic and the course design isn't quite as innovative. Even so, it's a good multi-player game and has got enough going for it to stand out as a success in its own right.

8/10



It's the lake! Not good!



It's the lake! Bad!



It's the lake, we, look guy.



It's a lake repetitive job!



Street Racer lets you watch the action from a variety of angles, either right behind you or in at a distance. You can also play back the entire race afterwards which made taking the wheel easier for me to tell you.



This great little village track looks like you'd just got out of Portico Port. Not particularly as PC.



Oh, and the soundtrack there were as many colours like a flower!



Street! This is the best belonging to Kamek, the link from Africa.

Not quite the classic that Mario Kart was but Street Racer remains very playable and challenging and is especially fun in multi-player mode.

graphics	86	overall
sound	82	
playability	80	
lastability	83	
		<b>82%</b>

# HARDCORE 4x4

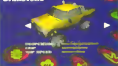
Sprechen sie Hardcoren? Ja! Head off the road and onto the rough dirt tracks of the apocalypse with Gremlin's new racer. Don't forget your neck brace. Or your crossword.

BY	GREMLIN
PRICE	\$70
STYLE	RACING
RELEASE	NOVEMBER

## ONE CAREFUL LADY OWNER

Just like any reputable motor dealership, Hardcore 4x4 offers you — yes, YOU — a choice of drives. Unlike most dealerships though, this one tells you the steering, power, suspension, handling and speed capabilities of the chassis on offer. This would be handy in real life, but it's extra-useful when you're about to face computer-generated off-road situations. Beginners should head straight for handling-heavy vehicles. Experts, on the other hand, can go for max speed and rely on their abilities to compensate for the lack of traction.

## CHOOSE TRUCK Brimstone



I'd rather be really careful here, because Steve from Gremlin is in the office today. In fact, he's on our floor.

**T**he Saturn is pretty well stocked for racing games already, it has to be said. But market analysts employed by Gremlin spotted one enormously ignored niche in the marketplace: off-road racing. Perhaps it's the amazing unpopularity of big trucks in the country which is responsible for the dearth of off-road racing games. Or perhaps not. Whatever the reason may be, Gremlin have seen the gap and are relentlessly pursuing it with Hardcore 4x4, the Saturn's first all-road four-wheel drive racing simulation.

In case you're not familiar with the sport — which you're not expected to be over here — it's dead simple. Six contenders (in this case) storm their giant jeeps up and down big hills, which are dotted with smaller hills and valleys known as "bumps" and "dips". The object of the race is to arrive first after three laps by not rolling your motor over a hundred times and cracking your head. Of course, this being a game, it's impossi-



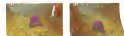
ble to really crack your head, but burning onto your lid does cost precious seconds.

So, basically, it's like every other kind of race apart from a slow bicycle race. Where hardcore really differs from the competition is the way in which you're expected to negotiate the courses. Instead of just having to take corners and go really fast, in Hardcore you have to read the track, take the lines of least resistance, avoid too-steep slopes, not fall over and not bounce around too much. This is actually a refreshing idea, so well done Gremlin.

But if one idea made a great game I'd be a mid-level designer like Dave Perry by now. And I'm not, so it isn't. The problem with 4x4 racing is that it's intrinsically slow. Which makes you wonder what kind of a race game it makes. And the answer is a slow-moving one, which is a novelty at least.

What's surprising — given the unavoidably slow pace of the action, is the equally slow frame rate. Whilst

That's off-road racing, man. The crazy psycho world of the big truck driver with no name, dude...



The graphics in Hardcore 4x4 look pretty excellent: it still does. They're actually quite fine in their own little way. Sort of.



Rolling around is all part of the fun. Try it in first-person mode and see what! It's groovy.





(ABOVE) That's the first-person view with a yellow cab in front.



the trucks and tractors are very nice looking, well-textured and admirably colourful, the clipping is pretty tack. Sometimes it's obscured by the twists of the course, but often it's obvious - especially given the varying height of the horizon as you climb and dip. The movement is slightly jerky as a result, too. Not that this is so noticeable, as the game constantly throws your vehicle around in a hundred directions anyway. What it does show is the insubstantial nature of the trucks. They're lent a slightly floaty feel which is enhanced by the lack of metal-on-metal collisions. Basically you can spring your trailer into any of the other cars with little effect to your direction (except you might pass through the front end of one of them).

It's not all trauma, though. The biggest obstacle to *ax4* is getting to know the controls. You can't just attack even the straights in the same way you normally would with a race. The skill is in sensing each small nuance and pitfall of the course, knowing when you're going to be a little too high to invert your steering and preventing yourself from rolling. Don't worry too much about that last one though, as it seems *ax4* trucks can drive almost horizontally on their sides

without falling over. Yeah, right. As if they've ever seen a Mitsubishi Shogun in a high wind. The suspension that takes the biggest hammering is your suspension of disbelief.

The trouble is that once the novelty value (which is very high) has worn off, there isn't a lot of substance to Hardcore *ax4*. Sure, there are loads of tracks and difficulty settings, but once you've got the trick of it there just isn't the same scope for shaving milliseconds of your time. The random bumpy nature of the floor means there's no such thing as a perfect circuit. Obviously there are going to be some off-road enthusiasts out there thinking "So what? That's off-roading, man, the crazy psycho world of the big truck rider with no name. Dude!" And those people will doubtless find Hardcore *ax4* fully entertaining. For the most part though, it's the yankback by which these things are judged, and unless you're desperate for a change Hardcore just may not be enough to sustain your interest. Still, I'd like to see a sequel with more addictive courses - it'd probably be cooking.

8.8



So're the purple truck. In a ditch. Yeah. Getting overtake.

## BOMBTRACK

Hardcore *ax4* certainly scores points for the originality of its courses. The opening rocky chasm isn't particularly anything out of the ordinary, perhaps. But after winning that you move on to a track which starts on tarmac, takes a detour into the woods and back out onto the road for the next lap. Best of all though is the Warsaw course, set in the middle of a Middle Eastern conflict. Tanks and gill boxes abound, which makes you wonder who would hold a race there really. Actually, the best course (for the same reason) is the one set around the rim of an active volcano. That's loads better.



(BOTTOM LEFT) Volcanic action around the fiery volcano.

A great idea which has made a flawed game. Just doesn't have the Finnish course layouts which make this sort of thing last.

graphics	90	overall
sound	72	
playability	80	
testability	69	
		76

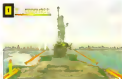


I need to like that truck. I'm a Major in the Red Boy. It had an eagle on its helmet, and a rack of guns in its back. He was a honey-butter.

# CHAOS CONTROL

They're a bit like buses really aren't they? To begin with the only game to use the Virtua gun was Virtua Cop. And after an eon of waiting, Mighty Hits, Virtua Cop 2 and Chaos all turn up at once.

GT	INFOGAMES
PRICE	£39.99
STYLE	SHOOTING
RELEASE	OCT NOV



The symbol of 'Yea America is under attack! What a gonna happen to all these great things like Oprah now eh? Or zero Nifty Lulu! Sssss!



CHAOS This here is an alien vessel. It's green and it looks like a huge vegetable. (Above) Just another typical day in New York.

**B**ack in the Seventies NASA sent the Pioneer exploration probe out into space, its mission was simply to float away until it was gathered up by any potential life forms in the universe. On board, the Pioneer had the map coordinates for Earth as well as various items that might be of interest to aliens like what we look like, some of our scientific discoveries, a few famous works of art and, of course, a Richard Marx CD.



It was in fact the Richard Marx CD that first alerted the Kosh Khan aliens to the presence of Pioneers moving through their solar system, containing as it did, what's known as the 'beem frequency'. Unfortunately this meant that the first bunch of 'Right Here Waiting For You' ended for a bizarre transition in the Khan language with the resultant effect of suggesting the aliens 'come and have a go if they think they're hard enough'. And this is exactly what they did, amongst the moral of our story which is basically any Richard Marx CD's that might fall into your possession because to most advanced life forms he is in fact Satan.

But that's all by the by because the aliens are here, and Chaos Control sees them knocking about in Manhattan buying hot dogs, rollerblading through Central Park and annihilating the human race. Not for long though because with the help of your Virtua gun you can stop them.

Now while any game that utilizes the much

neglected Virtua gun is welcome, it's obviously better if it had at least some of the style and panache of the game it was made for. Unfortunately Chaos Control has nothing of the sort and ends up as a bit of a shambles. One of the things that makes Virtua Cop so impressive is the suspense - you're always looking for enemies to pop up behind cars or leap out in front of you. All this is lost in Chaos Control which simply piles alien after alien in your face giving you no real opportunity to target something which leaves

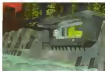


Space - it's really quite big isn't it. Pretty stars kept in bed!



# Try it before

Rent any latest release from just



...while the objective might change, the mundaneness of the action certainly doesn't...

you firing at the screen quite indiscriminately.

As far as the graphics go things aren't quite so bad. There's a fairly good sense of depth and some of the rendering is quite polished, especially on the earlier sections set in New York. What isn't forgivable visually are the smoke effects left after an alien has been destroyed. They hang in the air for ages looking like melted, moulding candy floss and have a habit of seriously obscuring your view.

When the aliens have been chased off the Earth, the action switches to space where the objective becomes destroying the alien command ship. But while the objective might change, the mundaneness of the action certainly doesn't, with the constant barrage of aliens and the occasional hero character turning up.

Just to top this dreary package off, the whole game is over in about half an hour leaving you feeling like the time would have been better spent, well, doing absolutely nothing. Even simple things like giving you your hit rate and percentage hasn't been included in Chaos Control, and while there's a two player option you'd be a bit mean to force a friend through the same dull experience. What's more, with the arrival of Virtua Cop II imminent, you won't want to waste your money on this.

RGG



This bug and wily shaped vesicle is the alien mother-ship. Far here to destroy it at the end.



Green! The green lasers are coming from the alien.



There's nothing quite so satisfying as a fine explosion. But as S reveals, it quickly transforms to cotton wool.



Chaos Control features a variety of featured cut sequences which later-might with some very poorly drawn cartoons. It fills out what little there is of the story and links up the change from New York to outer space in as convoluted a fashion as possible. When you finish the game after about half an hour, the scene is topped off with some congratulations and probably some over-the-top laughter from the programmers.

### THAT'S IT?

At various points during Chaos Control a boss character pops up to do battle with your shooting expertise. All the bosses are pretty much identical, their appearance resembling some kind of futuristic cyber knight. The odd thing about the bosses though is that you don't defeat them as such. You simply do battle with them for a while and they disappear. No explosions. Nothing. This is symptomatic of the half-baked way that Chaos Control goes about things.



The most of rewards for games that utilize your Virtua gun but Chaos Control is one travesty that will have you pointing your gun at yourself for being fool enough to buy it.

graphics	76
sound	72
playability	60
testability	52

overall

56%

**you buy it.**

£3.49 for three evenings

**BLOCKBUSTER VIDEO**

# 3 DIRTY DWARVES

We previewed *Three Dirty Dwarves* way back in our August issue. Since then it's experienced various delays for reasons that remain largely mysterious. But who cares because here it is!

BY	SEGA
PRICE	£39.99
STYLE	PLATFORM/COMBAT
RELEASE	OUT NOW



Oh yes - expect a rather laborious cartoon opening in *Three Dirty Dwarves* that isn't particularly funny.



This giant helicopter is one of the boss characters in the game.



All of these items in the top left mark the number of sparks.



This combat is an example of the auxiliary tower in TD.



**I**n *Three Dirty Dwarves* are meant to represent wisdom. Say for instance you're walking down the high street wearing only a pair of novelty Gladstater pants, a dwarf might burn up and offer a few pertinent comments like "Hey mate, I'd sort out some clothes out if I were you" Or maybe you're in a surreal record shop with a wolf and your great uncle, queuing up to buy the latest single by the Spice Girls. He pops the shiny one at the counter and simply laughs you away. His superpowers forcing you to return the offending item to the rack. It reminds me of the old saying, you'll never go short in life, so long as there's a dwarf around. Or something like that.

You'd think that with *Three Dirty Dwarves* in *Three Dirty Dwarves* this game would have wiled

up to the fact that it's a bit of an abomination and should never have seen the light of day—or the darkness of the unconscious for that matter. Yet here it is, a very irritating and mundane platform game borrowing something from the Guardian Heroes style, except any quality of course. But before we go into that, I'll quickly explain the chocky-bone premise of the game. The three dirty dwarves in question are all on the screen at once although you only control one of them at any given time. Having said that, a quick tap of the button lets you change who you're controlling. Each of our

vertically challenged heroes wields their own weapon, be it a gun, a baseball bat or a bowling pin. More than this though, each of them can use their weapon in two ways, rather than fire the gun you might like to swipe people with the butt. Or how about making novel use of the baseball bat by actually pitching



At times in the game, each character reveals a very special talent, rather than just a special talent. In this case, it's digging!



This part of the game sees the team going round in circles.



# Try it before

Rent any latest release from just



When one of the dwarves ends up down on the floor, he can't get up until his mates kick him.



Albion! Now! Check that guy out! He's a weird pink sort of thing. Now that's just really embarrassing!

## This, I'm sure you'll agree, is almost as funny as a room full of Jimmy Tarbuck clones.

yourself a few baseballs to aim at enemies rather than attacking them directly. Finally, our dwarf with the bowling pin also has the ability to throw bowling balls.

With their talents thus established, the plucky trio start out on their side, scuffling their way up adventure in the streets of New York. Enemies come thick and fast from both directions, most of which are in keeping with the comic premise of the game. For example, there's an hilarious scene involving a hand thug type and an old grumpy which ends with the thug spanking off blubbing thanks to a handbag slip. This, I'm sure you'll agree, is almost as funny as a room full of Jimmy Tarbuck clones.

Anyway, things continue in a pretty similar vein with the truncated duo tackling a variety of hazards from cars whizzing by to the renewal of the good old mine cart level. Graphically this is pretty basic stuff,

although this would be easily forgivable were it not for the monotony of the gameplay. It starts as it means to go on, and go on it certainly does, ploughing through the same old routines time and again. The idea of having three characters on screen seems like a nice idea and the way in which you flick between them is done quite profitably. However, that doing this is largely pointless seeing as each of the characters plays exactly the same, despite the cosmetic differences in weapons.

Sega's reputation for putting out consistently good games has been more than justified over the last year, but where *Three Dirty Dwarves* is concerned you'll be forced to find them guilty of both a lack of imagination and a particularly lame sense of humour.

R O B



The lady with the handbag...



...slaps the lady! Hehahaha!



These are the offices that were home to the programmers of TOB.



Now jaywalking ping pong.



It just gets funnier and

## THREE SHIRTY DWARVES

As exploitative stress managers would be apt to point out, three dwarves are better than one. This is especially true where this game is concerned. You see, while each dwarf is pretty tough by himself, get the three together in a team attack and they're pretty much invincible. They do this, hilariously enough by travelling with each other, but each in its own way they cause in the process that any enemy near by is quickly down into the fray and dispatched just as fast. You can pick up team power-ups from various places, and it's essential to have plenty of them if you want to make quick progress through the game. Or putting it another way, to get it over and done with.



There's nothing terribly funny about *Three Dirty Dwarves* but then there's nothing terribly right with it either. Essentially it's the repetitive nature of the gameplay and the stuff game concept that hit it down.

Graphics 72

Sound 70

Playability 65

Instability 63

Overall

65%

# you buy it.

3.49 for three evenings

BLOCKBUSTER  
VIDEO

# BLAZING DRAGONS

Re-live all your favourite moments from the riotous cartoon romp which is Blazing Dragons with this, the Blazing Dragons Interactive CD-ROM Role-Playing Product. Available wherever you see lunchboxes.

BY	CRYSTAL DYNAMICS
PRICE	£79.95
STYLE	RPG
RELEASE	NOVEMBER



Will that be the active plot end of the way then. Don't if you're familiar with the dreadful cartoon, Blazing Dragons is pretty long.



## WHAT'S THE STORY (DRAGON BOREY)?

The player controls a young dragon called Flicker, the royal inventor residing in Castle Camelot. There's this royal tournament, right, and in order to marry the beautiful (in dragon terms) Princess Flame he's got to win it. But he can't enter unless he's a knight, and right now Flicker isn't even a squire. Plus, right, there are these evil humans who've enslaved a magnificent dragon to fight in the tournament, right, and if he wins the evil humans will take over at the royal palace. Don't ask how that happens, because it isn't explained very well. Anyway, your missions, should you choose to accept them, are to first be made a squire, then a knight, and win the tournament. How exciting.



This is your inventions book which gives everything up. It's dead good.



It's a pretty Blazing Dragons.



Ask you, the little three which is really works its way into conversation. "I love all the information I need", I'm always saying that, so

"I can't do that here!" "It would be like talking to a wall!" "I can't do that here!" "I couldn't lift that!" "I can't do anything!" "I can't do anything!" Get used to reading this sort of stuff before you pick up Blazing Dragons. Because you'll be having a lot of it. You see, Blazing Dragons is a comedy fantasy adventure. In the true modern style, it's loaded to its scaly gills with sampled speech from "real" actors (ie - ones that don't get much work). And, so BBC could get their money's worth, there's about a hundred thousand different useless nonsense phrases and not-kilicious jokes planted around the game.

The sad truth of the matter is that, if you can't afford a decent scriptwriter, you're way better off cutting out the humour angle in adventures. Not because it isn't funny, although it usually isn't, but because it slows down the pace of an already tedious genre to a frustrating extent. And when it comes down to it, "I can't do that here" is the one you're going to hear more than anything. Having it sometimes phrased as "Don't be stupid - try again" or "You carry on - but I



And it's voiced by Jacks out of Break Strakes, I think.

won't carry that" does nothing to alleviate the torture.

Anyway the point of these games isn't the dialogue, thankfully, but the puzzles and the plot. The former provide the meat of the gameplay, and the latter holds your interest in the proceedings when the puzzles take a turn for the frustrating. So if a game engages your brain enough it can be forgiven for bypassing your humour glands. So it's a bit of a shame that Blazing Dragons, aside from being one of the most cringeworthy irritating unfunny games ever, also features one of the most poorly explained, obvious derivative and dull plots ever told. It could be worse. The puzzles could moodily centre around the theory "I'm an insect" premise of the central character. Oh don't! They do! Either that or they've got some



# Try it before

Rent any latest release from just





This is the hilarious "cut-a-pick" sub-game.



Sometimes you'll find the BSPGA if you ask me.



Don't expect many laughs in this scene.



Wierdass joins like this around



More hilarious dialogue is evident here, as Filder clues to race-story art to a man with a beard.



The heavy and varied build expressions of our hero in display.



A map. The funniest bit.



Apart from this bag.



## HOW TO "CONTROL" THE "GAME"

Price for Dumbass Interface of the Month goes to... *Blazing Dragons*! It runs on four basic commands - walk, look, pick up and speak. So of course the obvious thing to do is use the A or C button to cycle through the possible commands and the B button to activate it. There's no need to assign some of the button's eight joypad buttons to individual tasks to make life easier. The only decent shortcut is using X to access your inventory. Otherwise the rest of the time it's cycle cycle... cycle... that's it... oops, game part II, as you struggle gamely to keep your patience.



Oh sorry forget about this bit of the plot. You've got to win a tournament. Shouldn't be too difficult then. Decided it'll include some kind of hilarious invention

thing to do with the hilarious fairy-tale characters against the humdrum setting of the title. And it's not like they're that hard. It's way more a matter of having the right objects at the right time than working out complex streams of actions relevant to the storyline.

Still, *Myd* didn't exactly have the most complex interface in the world, and everyone thought was one. And it was, because the graphics are a may-zing. *Blazing Dragons*, on the other hand, looks crap. Sure, some of the "hand-painted" backgrounds are detailed, but they're still boring, as for the sprites - frankly I could have done better myself with a magic marker on the back of a stamp. The animation is weak: the characters unappealing and badly drawn. Basically there's about as much choice of the cast of *Blazing Dragons* bring to characters. They rescue the title as there is no getting to the end of this review without saying anything more bad about it. Things are made even worse than they already are (which is very bad) by the voice-over. Alright, you can at least turn this off, but that defies the

**Blazing Dragons is one of the most cringeworthy irritating unfunny games of all time...**

point of such a game. The point is that you sit there with a fixed grin etched on your face forcing yourself to listen to some third-rate thespians put on their comedy accent trousers in a vain attempt to play the "wacky" card. It doesn't work. It just makes everything drag on ten times longer as an evil *EstEnches* extra dis save out on every syllable for comedic "rein" effect, what?

With a bit more thought *Blazing Dragons* wouldn't have been released, to be honest. Everything from the title screen (which was produced with the aid of a Commodore 64) to everything else screams "Look at me - I'm so good!" Even the play interface is cumbersome, and given that it consists of only four actions that's some going.

FOO

**It might be worth a look if you've got small children around the house and you'd like to get them fives under your feet for a while. Although they'll soon be trampling up to you shouting "I'm beered!"**

graphics 62

sound 20

playability 31

stability 25

overall

23

**you buy it.**

**£3.49 for three evenings**

**BLOCKBUSTER VIDEO**

# CRIMEWAVE

Traffic problems are a major concern of the Twentieth century. I say fit guns to every car and have motorists fight for their road space! Another sensible policy for a happier Britain!

BY	CLIPS
PRICE	£39.99
STYLE	RACING/SHOOTING
RELEASE	OCT. NOV



1. This is the car that starts you off in the third stage. 2. This is the car chosen for the industrial stage. 3. The average motor. 4. Hey it's a pink Cadillac! 5. The tank looks up as one of the boss cars when you're close to the cash target. 6. Likeable with the car.



It finally happened. After everything else had been sold off – including the Houses of Parliament which were converted into a McDonald's multi-plex – the government decided it was time to privatise the police force. After all, they'd had a monopoly on the crime industry for far too long, and who's to say that a little competition wouldn't be beneficial. As far as the privatisation of traffic policing went there were plenty of takers – Express Delivery, HGV companies, and of course, loads of cab firms. Oh, so the sight of Alien's Cabs fitting machine guns and rocket launchers to their fleet of Greaseads might seem a bit worrying at first, but at least cabbies would now have a legit route excuse for driving like psychotics. And besides, despite their new law-enforcing responsibilities, they never give up

those little air-fresheners that hang from dashboards or rear-view mirrors.  
Whether or not you, the player, are an ex-cabbie is entirely up to you. You can be an ex-cabbie for all I care. The point to remember is that as a maverick street cop, you stop at nothing to bag the bad guy and pick up your earnings. Being of mercenary spirit, you don't care if this involves blasting innocent drivers off the road. It only incurs a small penalty anyway, and so long as you destroy your target, you get a fat pay check along with whatever you can salvage from the wreckage – stuff like rockets, trawlers and fuel. To enter new and more fruitful patrol territories you have to have collected enough money to be allowed through the gates. The patrol areas vary enormously, from a post-industrial wasteland, akin to something like

The point to remember is that as a **maverick street cop**, you stop at nothing to **bag the bad guy...**



Observe! Your fuel might be down to level 2 but there are power-ups to collect.



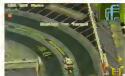
Your target is no more!

Ignore the highway code.



The arrow points to where your target is.

Destroying innocent cars saves you a penalty.



Observe! That's a civilian car in front. Destroy it! Whoo!



There's your target today. Now blow it and let's go home.



You've nearly reached the 600 Miles target to finish the level.



That smoke coming out of the back of your car is obviously not a good sign. You'll want to get some power-ups fast if you're to survive. Or Phil Mitchell. So long as he's not on the case.



The hit's speed is impressive, it's very slick, but it's not down to the rhythm of the lights as the car whizzes across lanes. The cars look good, except in the time of the chase. It's just a shame the game itself fails to deliver such excitement.



Sheffield, to the luxurious environs of roads by the beach reminiscent of Santa Cruz. There are a total of eight in all.

So really this all seems pretty promising, what with the detailed, somewhat 3D settings, right down to ads on billboards or plants hanging from the sides of suburban houses. Likewise the cars which are treated to similar care, varying in style from ostentatious 1970s Cadillacs to futuristic buggies. As for the action, it perhaps promises more than it actually delivers. You

do get another lesson if destroyed. I ask you readers – is it worth it? Or this suffering for the vast of a farting? Or even it is? Hahaha!



drive around waiting for a target to appear – indicated by a red arrow – and when it does you chase it through the streets and gun it down when it comes into range. Another danger to watch for are rival vigilantes who'll try to gun you down if they come across you. When a target is destroyed and you've picked up the cash (or Wets as they're called in the game) then it's off to find another car. And so it goes on, and I couldn't help feeling it all got a tad repetitive. This isn't helped by the fact that the car is sometimes frustrating to control, fast turns proving particularly awkward at times. Also, the 'innocent' cars have an annoying habit of obstructing your chase, and although this is obviously designed to make things a bit more challenging it also has the habit of getting plain annoying. Likewise, trying to stay on the road is sometimes hard enough and although the buildings all look quite nice your car has a habit of ping-ponging between them making you lose precious time in a chase.

Despite my criticisms I wouldn't want to run Crimewave down too hard; it does have a bit going for it, and if you're prepared to forgive some of the more irritating aspects of the game, you can still glean some enjoyment from the blast 'em up action and the challenge of entering new stages where the enemies are more multitudinous and the streets more chaotic. All in all though this is more of a Crimewave than a Crimewave.

ROB



When a target hits the bullet a lovely orange explosion erupts. In fact, the picture reminds us of the orange explosion that my dear grandmother makes.



## MONEY TALKS AND BULL WALKS

When a yellow arrow appears on the screen as opposed to a red one, it denotes that a rival is invading your patch. If this is the case there's only one option open to you and that's to blow their metal hide off the highway. They won't hesitate in doing the same to you after all. Another problem you'll face if you don't dispose of them is the chance of them coming in and stealing targets from you – that means losing money, and business being business, you've little choice but to smash them! Hahaha!



Yee! Destroy the enemies with a casual thump.



The pop in the van is nearly better than 'em off.



Although Crimewave has its moments, it's let down by gameplay that's too repetitive and controls that are often frustrating.

graphics	82
sound	80
playability	77
lastability	74

overall

73

# PGA GOLF

Oh no! Your dad is going to appropriate your Saturn this Christmas! You won't get a chance to play all those new games you got as presents! Why? Because here comes a golf sim!

BY	EA
PRICE	\$79.99
STYLE	SPORTS SIM
RELEASE	DECEMBER

## FAMILIAR FACES?

If you're not that up on your golf (and after all, it's a pretty boring sport to watch) then you won't know that the PGA Tour is all about American golfers strolling about courses from the east to the west putting away. This version of PGA features stars of America's finest in all, most of which you won't recognise, apart from maybe Craig Stadler and Pappy Zolner. Look out for some classic American names like Chip Beck and Fred Pasco as well. It's just a shame there's no one in there called Dwight Speddiehacker Still, can't have everything.



And so, using the mighty power of Anasazi, Anasazi Joe announced the spirit of the 'real Anasazi' to guide him to victory! And then he came to rule the world! (Katakabiki)



Fancy a mulligan or a'fart'?



That blue wobbly thing is what's known as the 'ball' or a 'lob'.

If your dad decides to buy you a golf sim at a present this Christmas then beware! It means you'll end up helping your mum cook the roast turkey, or find yourself watching endless Christmas repeats on TV. The reason for this is that just about every dad in the known universe will spend endless hours on your Saturn playing a golf sim under the rather flimsy excuse that it's golf after all and not some pointless computer game. There is of course only one way to get your dad off the machine and that's to give him a drubbing that's humiliating enough to cause him to vacate the area swarming 'vegetable' youth' and 'luscious' under his brush.



The 80's weather shows you where the ball is going to land.

Just whether your dad will want to spend much time on PGA Tour is another matter. Firstly he'll complain about the lengthy loading times, even between one disk and another, and with good reason too. It's difficult to understand why it takes the game so long to register a stroke when even rather shoddy golf sims like Valeri Valley manage to do it faster. This constant delay naturally has a habit of making the flow of the game, making you'll spend too much time simply getting frustrated at waiting. It's symptomatic of the game as a whole really. Take the power bar for instance. Like most golf sims it consists of an almost circular bar but the gauge is an odd shadowy colour that not only

Just whether your dad will want to spend much time on PGA Tour is another matter.



There's a nice, happy or calling the dew. Dew the golf (oh, that's where I'll always be. Each step I take, I make a...



When you make it to the putting green, a grid is marked out to reveal the lay of the green. But let me spare a thought for old Jack McIlroy who spends all his nights with only a mulligan, a pen and a box of matches for company.

makes it a bit vague to look at at times but also harder to judge the exact point that it's on the line. Again, the reasons why the programmers would make such an error seems a little baffling. It is perhaps something to do with the nature of golf as a whole. In essence, the original PGA Tour on the Mega Drive already had the whole control method down to a tee (ha ha) meaning that golf games since have relied to rely on new mechanics in the playability and, more justifiably, the graphics and presentation. In this instance it would seem that PGA Tour has tried to fix what was never broken and managed to do itself nothing but harm in the process.

The graphics are ok, but PGA Tour features nothing in the way of alternative camera angles to make it as easy to see up your shot. There's a common tale: sporting the usual over-enthusiastic American



drawl and the standard range of twittering bird screams to enhance that natural feel!

Options wise things are no different from usual. You can choose to play either a full 18-hole round or simply select the courses you'd like to practice on. The game also features 14 real golfers and eight amateur golfers which you can customize. There are only two courses, Sawgrass and Spyglass, both of which are real all-American venues.

As has been mentioned, the inevitable similarity of golf sims means that for a title to stand out as particularly impressive, it has to be a matter of refinement more than innovation. Unfortunately where PGA is concerned you get neither. Actra Golf remains the definitive golf sim for both you and your dad.

R.O.B.

...the reasons why the programmers would make such an error seems a little baffling.



This shot from behind the trees is going to be far from easy.



John never got to play his stroke. The hovering cursor finally swallowed his lip.



This is one course...



This is another course...



and here are lots of screens.



Edward was growing tired of being the lucky to that mouthy red golfing ball. 'I'm going to break out!' he kept telling himself. 'I'm going to go my own way. I've had enough of meddling!'



...he said. 'These balls are gonna pay the slip (I) to where he is. I'll be the best golfer around and how that got out of my ear!'... But still young Edward raised the flag in cowardly delight.

A decidedly lacklustre version of PGA Tour, especially disappointing given EA's excellent reputation in the sports sim genre. RR of a shambling machinery of a travesty.

graphics	7.5	overall	68%
sound	8.0		
playability	6.8		
lastability	6.7		



# SEGA SATURN™ tips

The biggest tips this month are some incredible debug mode cheats for *Guardian Heroes* and *Night Warriors*. They let you access sections of code used by the programmers when developing the games, so that you can see how some of the game works. They're not of any real use to you, but are certainly intriguing...

## GUARDIAN HEROES

To give yourself 99 continues for Hard mode, start a game on the Easy setting and get killed straight after the starting room. Instead of continuing choose to Give Up and go to the options screen. Now set the difficulty to Hard and Start a Story Mode Again to have 99 continues!

You might have seen that there was an excellent debug mode cheat for the Japanese version of *Guardian Heroes* which doesn't work on the UK version of the game. Well we've now got the same cheat for the official game! It's not easy to do, so keep trying until you get it working.

Firstly go to the Options menu and highlight Exit. Now hold X+R+Z and press Down. Now while you are high-fighting Dip Switch press A. Now go into the Dip Switch Debug Mode and you can now turn Debug Mode on! Debug mode also turns on a load of other cheats, so that all 45 characters are available in multi-player mode, you can watch all the end-steps in Test Mode, you can select your start level in Story Mode, and you can power yourself up as much as you want. Also during a game you can now press these buttons together when paused to activate more cheats:

- Left Shift + Y + Right Shift
- Right Shift + Start
- Right Shift + A + Start
- Right Shift + B + Start
- Right Shift + C + Start
- Left Shift + Right Shift + Start
- Left Shift + Right Shift + A + Start
- Left Shift + Right Shift + B + Start
- Left Shift + Right Shift + C + Start
- X + Y + Z + Up
- X + Y + Z + Down

- Toggle collision boxes (great for 3D model)
- Skip a level
- Skip 2 levels
- Skip 3 levels
- Skip 4 levels
- Go back 1 level
- Go back 2 levels
- Go back 3 levels
- Go back 4 levels
- Go back all life points
- Kill yourself



While the debug mode cheat will give you all 45 characters for multi-player mode, they will disappear when you turn the Saturn off!

## ULTIMATE MORTAL KOMBAT 3

This cheat lets you access a hidden options menu with things like Infinite Fatality Time and an option to get the hidden fighters from the start. On the title screen just press C, R, A, Z, Y, C, Y, R, A, X (Crazy Cyax). Now go to the options cube and press Up to view a hidden side with T on it.

### CHEATS

MORTAL KOMBAT 3	
FREE PLAY	ON
FRMAC	ON
MILEENA	ON
CLASSIC SUB-ZERO	ON
FATALITY TIME	OFF
1 ROUND MATCH	ON
EXIT	

The best thing is, this cheat stops you having to enter the Ultimate Guard!

## STORY OF THOR 2

While it doesn't mention it anywhere in the game manual, there's a secret 2-player mode in *Story of Thor 2* to call up a second lion, play as it and stand in an area with no enemies around. Now press Z to bring up the weapon select, hold L and X, then release them. Another shadow version of Lion will appear and he can be controlled with the second pad! Just repeat the cheat to get rid of him.

To bring back any of the bosses after you've beaten them, go to a spirit shrine and use Dylta to put out the two torches in the room. You'll hear a loud noise to let you know it's worked. Now just exit the room and go back in to get the boss!



## WORLDWIDE SOCCER '97

Here are some of the special moves not listed in the instruction booklet:

Backheel	Backwards+B
Overhead flick	Forwards, Backwards, Forwards+B
Slimey	Tap twice to a liber side of your player when dribbling
Light Chip	C, C
Looping Shot	A, C
One-two pass	Right Shift+B
Super Shot	Tap A once
Low Shot	A, A in the penalty area



Master these special moves and you'll be able to play like in the TV advert! On top of that, you can beat your friends!



## MAGIC CARPET

This cheat lets you access a hidden cheat menu with a level select, among other things. Go to the options screen and play those sound effects in this order: 1) 3) 1) 5) 3) 3). You should now get the extra options. Once this codes been entered, play the game as usual and pause at any time, then press X to get all of the spells, Y to finish the level instantly, or Z to get lots of mana.



## NIGHT WARRIORS

The complex cheat lets you turn on the game's debug mode and play around with all sorts of weird options. Just like in Guardian Heroes.

The first thing you need to do is set your Saturn's internal clock to the 14th of January 1998. Then start the game as usual. Now enter the Appendix cheat as we've printed below. Go to option mode, high light Configuration, and press B, X, Down, A, Y).

Now enter this code to turn the debug mode on: X, X, Down, B, C. Once you've done that, reset the machine and start a game to enable more debug modes. Now when you're playing, just press one of these combinations:

Stop Timer	Down+B+B
Unlimited Supers	Down+B+C
Show Damage	Down+B+E
Stop Enemy Loss	Down+B+A
Start Ending	Down+B+Z
Squash Frame	Down+B+Y



You should see the collision base here!



Debug mode lets you change everything!



Don't forget to change your Saturn's date.

## NHL POWERPLAY HOCKEY

To access the hidden Red Army Team (with a gg rating!!) hold A+Y+C at any time that the screen is fading away to reveal either quick start or team select screen. You should now be able to move to the left of the Anaheim Ducks to reveal the new team!



The secret team is almost completely perfect, so if you love how it's totally poor! Don't miss it up.



# SHINING WISDOM



## Two bombs in the way.

**AE:** What you want are the Hercules Gloves. After getting the Long Sword from the king, you need to go to his treasure room. Go back to the bottom floor of the Castle, and follow the carpet until you get to the staircase. You'll find the treasure room below.

**Q:** How do I get to the treasure chest in the Sand Labyrinth that is surrounded by walls?

**A:** Get to the floor above the treasure chest. Make sure that the switch that changes the sand to ice is selected to said. On the floor above you'll see a part in the sand that will breakaway (right above where the treasure chest is on the floor below). Walk into the center of the breakaway part and wait to fall. When you do, you will end up right in front of the chest. Now you have the Mole Cloak.

**Q:** How do I beat the Sand Labyrinth?

**AE:** We get asked about this all the time. On the bottom floor of the labyrinth you'll reach a door with a face on it that won't open. The answer is on the top floor. You need to change the sand to ice when you get there. Go to the left room on the top floor and

Since we did **Part 1** of a **Shining Wisdom** players guide back in issue T1 we've had plenty of phone calls from disgruntled readers asking **what happened to Part 2**. Unfortunately Sam was busy at work **figuring it all out** when suddenly she decided to swan off around the world. Instead, we've decided to offer a little bit of **Q and A**.

**Q:** I've just started the game and I'm wondering about what to do. So what do I do?

**AE:** Straps as it may sound, simply go to bed. From the left entrance of the castle, start free-falling up the screen until you're as far back as you can. Then simply go up the stairs, jump in the bed and take a nap.

**Q:** I'm in Gudo Valley. I've got the slide shoes but don't know what to do with them.

**AE:** You want to head to the Mystic Woods situated in the North-West part of East Oáguas. The slide shoes will enable you to get under hollow tree trunks and thus explore the Mystic Woods further.

**Q:** Where are the Magic Hands?

**AE:** During your exploration of the Mystic Woods, you should come across a tree trunk that leads down South off of the screen. It's situated in the lower left part of the woods. It actually leads to a watery area where there are some very strange monsters. Remember the library from the Castle? Well using the stone there will make the monsters fly. Then you can kick them around a bit. Also, when you get to the two monsters in a row, kick them up.

**Q:** I talk to the

**AE:** It's the Stone shoes which are situated in the Royal Crypt. You'll find the Royal Crypt on the west part of the Castle. They come in useful in the Sand Labyrinth don't you know.



**AE:** These are not an alternative kind of new gloves, but **Mini Gans** which enable you to dig your way through to new areas.

**AE:** Yes, but they don't listen to me!

**AE:** Hmm, you need a switch or the Whisper Conch. You'll find it in the Gudo Valley and once you get the Magic Hands, you can complete the rest of this part of the game. Find the fairy in Gudo Valley and she'll pass on the Whisper Conch. Equip it, and you're free to rattle away.

**Q:** Where is the Princess?

**AE:** The Princess (swan) is located in the Mystic Woods. You need to use the Whisper Conch to talk to one of the trees. It will then open a blocked passage to the North part of the woods letting you get to the bear and the Princess.

**Q:** How do I get into the Sand Labyrinth? There are



**AE:** There they are, those slippers they show! You'll find them in the Stone room. Beware!



**AE:** It's that ancient warrior legend, he's a slave of demons and dragons. It is of course, Stone.

change the sand to ice with the Magic Hands. Go up one room, and one room to the right and pick up an ice statue then using the Hercules Gloves. Now, without changing the ice back to sand, get back to the bottom floor of the dungeons (you can get down the stairs BTW). Take the statue to the door with the face on it, and the door will open. Then do the boss and you're vented!

**Q:** After beating the Sand Labyrinth, the King tells me that I can go wherever I want. Is this true?

**AE:** Yes and no. While you can go everywhere, you can't really do much unless you do things in the correct order. Try the Ice Labyrinth next. It's located in West Oáguas. In the process, you'll need to slide into a teleporter using the Slide Boots and the Shock Orb.





Locating Pegasus Helm.

It's the Pegasus Helm which you'll find in the Mirror Labyrinth, situated in the Rabbit's Town.

#### Q: How do I beat the Sand and the Ice Labyrinth. What next?

Ans: Your next goal is to beat the Jump Labyrinth. It's located in the North part of East Odigan. And there is a sign out front that tells you that it's dangerous.

#### Q: Okay, I'm in the Jump Labyrinth but how do I beat it?

Ans: First off, every single one of these hints are in both the Magic Guild and the Library. But new for the answers. The most important things to remember is that you can freeze the bombs with the Ice Orb (and the Stone Shoes). Freeze a bomb, and then take it to the fair nearby. Wait for it to thaw, and then throw it. Also, when you go to the room with all of the sand in it, remember to dig everywhere, and try to go all directions in the sand. There's a roundabout way through the wall to get to the items. And finally, use the Magic Wand and the Shock Orb to throw spark balls into the moving blue rings by the water.

#### Q: How do I beat the boss at the Fire Labyrinth?

Ans: To put it simply, you need to freeze his flame shots with the Ice Orb and the Stone Shoes. Then pick up the frozen shots with the Hercules Gloves and throw them at him. It only takes two hits to beat him.

#### Q: I can't get through the Wind Labyrinth because I can't get across the gap.

Ans: What you need is the Pegasus Helm which involves going to the Mirror Labyrinth.



In the Mirror Labyrinth, the idea is to reverse every thing there. Closed mouths open, open eyes close.

#### Q: And how do I get through the Mirror Labyrinth?

Ans: There are a few things to note to beat the Mirror Labyrinth. First off is that there is a room just to the right from the position you start in where you can use the Magic Mirror. By doing so, you change the view of the dungeon around (left now goes left) it also changes the closed mouths to open, bomb spawning mouths (and vice-versa). Add the closed eyes (change to open eyes that you can bomb) (and vice-versa). Just keep going back and forth between the two sides to finish the dungeon.

#### Q: I'm having problems in the Light Labyrinth - the place where you get the Shining Sword - so what should I do?

Ans: There are two tough parts in the Light Labyrinth. One is the door that has three buttons in front of it. You can't push all of them at once, but the Magic Hands and the Blast Orb can. The other part we can give you is that the sand doors can be blown down (or sucked down) with the Blast Orb and the Stone Shoes.

#### Q: So how about some hints to the Great Labyrinth?

Ans: All we can really say is that you need to keep exploring. Once you get the keys, there are four key doors you can open by just walking into them. You need to beat all four bosses before you can take on Faos. And that's your lot!

**Shining Wisdom features loads of items that you need to get hold of if you've to make progress in the game. Here's a run-down of just what you need and just where to find it.**

**Sword** You start with it.

**Long Sword** You get it from the bag when you bring back the Phoenix.

**Shining Sword** You get it in the Light Dungeon.

**Magic Pegasus** It lets you sleep anywhere (but it takes about 15 seconds), restoring all of your life and your Life Stock (the LS circles in your life and your Life Stock).

**Inventory** You buy it for 1000 coins at a shop in the South East of the Sand Labyrinth. (You'll need the Stone Shoes and the Ice Orb to freeze the water in front of shop entrance).

**Stone Shoes** Inside the Royal Crypt (West part of the Castle).

**Spring Shoes** Inside the Jump Labyrinth (North East part of East Odigan).

**Moist Claw** Inside the Sand Labyrinth (South of the town).

**Monkey Suit** In the Millennial Tree (North part of West Odigan).

**Toydoná USA** Under the bush (Blast Orb and anything) near the town.

**Slip Shoes** In the Gado Cave (North East part of East Odigan).

**Maggy Handy** In the Mystic Woods (North West part of East Odigan).

**Hercules Gloves** In the treasure room in the castle.

**Pegasus Helm** In the Mirror Labyrinth (in the Rabbit's Town on the lake).

**Whinger Catch** In the Gado Cave (North East part of East Odigan).

**Light Mirror** In the Fire Labyrinth (South part of West Odigan).

**Empty Bottle** From a guy in the King's room in the



● The Magic mirror is to be found in the Fire Labyrinth which you'll need to stand in the south part of West Odigan.

#### Castle

**Blessed Water** When you have the bottle, go back to the Hermit at the top of the Millennial Tree (North part of West Odigan).

**Judo Suit** South West of the Water Labyrinth there is a tree you can burn. If you look to the

West about three of your character steps (and one

fire stone) you can see an area to slide into. In there

you'll find the Judo Suit.

**Bounce Boots** After you have the four orbs (and if you have healed the plant in the Millennial Tree with the



And there it is! Here's the location of Bounce Boots for you - it's a little bit tricky to get!

Blessed Water), the plant in the Tree will have grown up there in the Air Labyrinth. If you beat that, you get the Bounce Boots which let you jump really high!

**Shield Orb** In the tree right in front of the Mystic Woods. (Mystic Woods are in the North West part of East Odigan).

**Power Orb** In the night room of the Castle treasure room. You need to teleport (Slide Shoes and the Spark Orb) to get to it. And you actually need a

few more items to get anywhere

inside the dungeon (so you can't get it as soon as you get the Slide Shoes and the Spark Orb).

**Dazzle Orb** It's in a bush South of Gado Valley.

**Dinky Orb** Talk to your Grandfather when you have the Toydoná USA equipped. He'll take you to a trick if you get a good time you get the Dinky Orb.

**Dyler Orb** It's located near the Fire Labyrinth. Go to the Fire Labyrinth.

When you get to the place where you need to jump across to continue there is a sign telling you about the 'Jump', go down South instead. At the end of the walkway you'll find the Dyler Orb. And yes, it is completely useless.

**Silver Bottles** One of the bottles the King will give to you, the other is in East Odigan. You need to slide into an area near Gado Valley.



# COIN-OPERATED

AT LAST! Street Fighter enters the third dimension! Ever since the appearance of Virtua Fighter in the arcades, gamers have been wondering "What if Street Fighter was rendered in the same style?". Here's where we find out.

**T**he games genius behind Street Fighter 3 has teamed up with some of Capcom's finest games designers to bring the world's most popular fighting game series into the third dimension! After years of speculation and rumor-mongering, we can finally see Ryu and Ken performing their traditional Fireball and Dragon Puncher - in full 3D!

Whereas the AM teams took a completely different direction to the gameplay when they devised Virtua Fighter, able developers Arks are concentrating on making the overall fighting experience similar to the established Street Fighter, albeit with all the spectacular visuals and brilliant camera angles that distinguish the 3D fighting genre.

Having checked out a very early pre-production version of Street Fighter 3X (as it's current title), we must admit to be very impressed with what the talented production team have achieved. The power of Street Fighter's outrageous techniques is increased still further with the move into 3D - just imagine Ryu's Hurricane Kick or Chun Li's Spinning Bird Kick in full 3D!

The pictures dotted around these Six Coin-Operated pages should give you some idea of what Arks have achieved with Street Fighter 3X. The look is being improved upon as we speak but even now seeing these incredible moves in full 3D is an experience that all SF fans MUST try out for themselves.

Capcom have successfully merged the spectacular 3D angles and movement of the Street Fighter series with the compact playability of the award-winning Street Fighter 2D games.

For Street Fighter 3X, it's quite interesting to note that Capcom have opted for Chun Li's original look and even-killing techniques (shown), emphasizing her sheer speed and exceptional agility. We can't wait to see the final game!



## INTRODUCING THE GUARD BREAK!

3D fighting games such as Tekken (and the VR and VR2 to lesser degree) suffered in gameplay terms due to large amounts of blocking taking place. Arks have realised that this lessens the fun of the game and have thus introduced Guard Break techniques in Street Fighter 3X. Like the Alpha Characters in Street Fighter Alpha, these are specialised techniques that require at least one block of Super Combo energy to successfully perform. Once it hits home on your opponent, they are momentarily staggered, allowing you to gain the initiative and attack your foe without worrying about his guard.

## THE SUPER COMBOS ARE BACK!

First appearing in Super Street Fighter 2 Turbo, we can reveal that Super Combos are most definitely scheduled to appear in 3D! The familiar Super Combo gauge appears on-screen and works much like it does in 2D. However, Arks tell us that there's a new Super Combo

derived feature in Street Fighter 3X. What it is we can't say. However, we will keep you informed.

## HOW DO I CONTROL IT?

The controls are much the same as they are in the Street Fighter 2 and Alpha games.

Movement and blocking are achieved using an eight directional joystick whilst attacks come in the form of punches and kicks of three different strengths. So the lower plus coin button control is your synonymous with Street Fighter 2 is just as valid in the new 3D game! There may have been a temptation to move to the more traditional 3D fighting game controls but Capcom are having none of it - and rightly so!



## CHARACTER PROFILES

At this stage in development, we can reveal that there are eight controllable characters in the street fighting series. Rather than just use a bunch of existing Street Fighters or pulling other characters from Capcom's rich games history (as in the Alpha games), developers



Like Capcom's other notable 3D fighting game, Star Gladiator, Street Fighter 3X features some visually impressive "glance" effects as you can see on the screenshots accompanying this article.

It's definitely a case of new character versus old in these pictures. Ken performs his trademark Heihachi Special technique on Shadaloo (shown) while Zangief' rips from an attack from a new challenger (left).

Akira has chosen four of the most popular characters from Street Fighter and created four new ones specifically for this exciting new 3D game! Expect to see full character descriptions and a gripping new Street Fighter storyline appearing soon!

**RYU** - "He stole everything on my list!"

The fighting expert who still aims for the top

**KEN** - "You show me my true potential!"

Ryu's eternal rival.

**CHU LI** - "Those legs won't be silent!"

The Intropol Drug Investigation Agent

**ZANGIEF** - "The Red Cyclone is Indestructible!"

The strongest wrestler in Russia.

**SHULGIMANIA** - "I'm the defender of world justice!"

The superhuman fighting-maniac here

**FULLON FUKUDA** - "Challenging me to a fight is 1,000 years too soon!"

An Asahian multi-millionaire's granddaughter

**DOCTRINE DASH** - "If you don't want to die, don't fight with me!"

A professional killer from a special assassination squad.

**ROKURO** - "I will suffer you like the cheery blue-sun!"

Uses Kikōryūten that is descended from the Bushin fighting style



Get more action from the previously brilliant Street Fighter EX! The enhanced paper-mixed screen (Play) features re-designed head shots of the Street Fighters plus the promise of two more characters. In the shot directly above, the power of Dengeki is clearly evident - as Ryu's mirror! pays the price!

## THE AKIRA INTERVIEW

SEGA SATURN MAGAZINE'S JAPAN EDITOR WARREN HARROD RECENTLY PAID A VISIT TO AKIRA'S HEADQUARTERS IN JAPAN. AFTER PLAYING THE GAME FOR A WHILE AND REENACTING THE SPECIAL MOVES OF EACH CHARACTER, HE SAT DOWN AND QUESTIONED MR. ICHIRO MIYARA - THE VICE PRESIDENT OF ARKIA!

**SM** In the beginning we were calling it Street Fighter 3D. What's this game's real name?

**Ichiro Miyara** For the Japanese version it's forest name is Street Fighters EX (pronounced E-X). For the foreign version we aren't sure what it's going to be called. However, for the moment it's basically Street Fighters EX (or EX).

**SM** Can you please tell us a little about the Street Fighters EX team?

**IM** The main planner who's supervising everybody is Arika Nishizumi, the creator of Street Fighter 2. In general, he's in charge of development. After that, Kazuhiko Ono is working on the planning side. It's felt that he was the founder of the Darkstalkers and Night Warriors series as he was its main planner. Having them two, the originators of the SF and the Vampire series, we shouldn't have any problems planning-wise. They're the best planners in that field. Additionally, we've gathered an excellent staff of software creators for this development.

**SM** What were your first thoughts when you began work on Street Fighter EX?

**IM** We decided that the game would use some kind of 3D experience. For the expansion of this 3D effort, we're using 3D graphics for its visual appearance but the content of the game hasn't really been changed from the 2D animated fighting version. With regards to the 3D, the 3D effect makes the fight interesting but with the way you fight in the traditional Street Fighter, just because it becomes 3D doesn't mean that it has to use depth or axis rotation. Although its presentation is in 3D, the fighting method is still the same as the 2D Street Fighter used up to now. Using Street Fighter Alpha 2 as the base we took the best parts of it as the outline to form its shape.

**SM** From the viewpoint of design, what did you start on first?

**IM** First of all we started from the idea of whether it really was possible to create a 3D fighting game in 3D. One of the main differences between 2D and 3D is the fighting method. We weren't sure whether the Lightning Kick, the Hurricane Kick or the Camel was possible. These elements are in the 2D version but when it became 3D these portions might of had to disappear. We started from the idea of whether or not the 3D motion was possible at all. From this concept, development steadily progressed, trying to do it in a different way and before we knew it the Dragon Punch, the Hurricane Kick and even the Upper Camel were all done. In this way we continued to progress.

**SM** What problems do you have with the interaction of the character now that they have become 3D?

**IM** With a 3D game the interaction is just the same as it looks on the screen. If the character "looks", there's a hit. However, when a game becomes 3D then, as you'd expect, if you rotate the picture around then looking from the side it appears to hit, but if you look from above it doesn't hit. That's how you take hits in 3D. However, simply put, 3D fighting games up to now have all been using this same kind of 3D collision detection method. It goes without saying that you can't just keep on using the same one method. In general ARKIA has an original way of thinking and although we haven't given it a name yet, we've developed an original interaction system. In general, all the hits are represented in 3D but the collisions are handled in a 2D way, like the Street Fighter series method used up to now. It's a little easier way of taking hits. Very early on in development we were thinking what we should do about this. Then, we had a sudden flash of inspiration, "Hey, if we do it like this it might just work!". Then just like that it became our system.

**SM** Is it just the characters that are interesting? What about the backgrounds?

**IM** In the center of the stage the character fight. In practice the Computer Graphics field is then created around them and a 360 degree camera is placed in the middle. In this way it's not possible for them to interact. The scenery is just like a picture that scrolls around the characters in the background.

**SM** Which of the characters was the most difficult character to construct?

**IM** Which character was the most difficult? Which character was the easiest? It was nothing like that at all. They were all difficult. It certainly wasn't the case of any character being easier than another.

**SM** Compared to other games the speed of Street Fighters EX is very fast. How are you overcoming the problems of converting this to 3D?

**IM** This is a similar problem. At the moment we're all doing as much as possible but we'll probably be battling with this right up to the very end. We're devoting ourselves to trying again and again, fine-tuning SF EX to get it perfect. We want to get it as good as possible in order to satisfy all the users.

**SM** In order to get this speed in the hardware a problem?



Although based on real fighting arts, maybe Street Fighter has retained its popularity through the years thanks to the outrageous nature of the special moves in the game. For developers Arks the challenge was to make their moves look essential in those dimensions. This has posed some problems since 3D games often rely on super-resolution to make their mark. Still, as you can see from Ken's Dragon Punch Strike, Arks appear to have succeeded brilliantly!



Guile's first Street Fighting berry into the world of the 3D fighting game looks like being most essential indeed. The familiarity of the tier S/D characters is very good indeed, but who knows how the new fighters control?

30 **IM** To that extent it's not a problem. After all it is moving at a slow frame rate so this area of power isn't a problem at all. Whether you can get the visuals looking good or not is a problem but in relation to this speed problem, it's not causing us that much difficulty.

**IM** Is Street Fighter a three or more spectacular moves. What difficulties do you have in representing those to Street Fighter 30?

**IM** It's the motion isn't it? After all if the Dragon Punch isn't a Dragon Punch it's no good. If the Fireball isn't a Fireball it's no good. The really frightful one is the Hurricane Kick. With 2D animation it might look spectacular but when you think about it in 3D, the character spinning around with their legs stuck out is only movement. It is often said that if it was done in polygon, it would be really cool but if we don't get it just right, it's no good at all. The main point is that the 3D image has to look good but it's come from 2D animation, the possibility that it'll come out wrong is there. That's the area where we have to put in the most work in at the time of converting the techniques. We have put a lot of effort into making sure that the scenes are satisfied so they won't play 3D and say "Oh, this isn't a Dragon Punch!". On the other hand, there are various new

techniques as well. For example, Chun Li has a new one killing technique. Basically, this time she doesn't have the "Fireball" which she gained from SF Turbo onwards. The fact that she doesn't have it isn't because of anything technical. Rather, Chun Li's original concept was for her to use agility, leaping about and striking out strikes. With the use of the Fireball her fighting style

changed as we've only returned back to her original concept. At the time we returned we thought why not create a new one killing technique that was more in tune with this kind of character? And while we were at it we created some other new fighting techniques as well. On top of that, we looked at other techniques and improved or modified them also. We'd like to think that the moves will try to play with the new techniques and say "hey! This is great!". "This one's the best!" preferring the new ones over the old ones. We've modified the techniques for this reason.

**IM** How have you been able to include Chun Li's "Spinning Bird Kick"?

**IM** Yes, now you can do it. It was incredibly difficult, but at the moment you can actually do it. It's still experimental so it doesn't feel just quite right yet but it feels very realistic. This time we didn't give much

thought to Chun Li's Spinning Bird Kick. It isn't actually used that much during the fight but it is one of Chun Li's most representative fighting techniques isn't it. Indeed, it disappeared from SF Alpha onwards but we wanted to include it anyway. At the moment it's been taken directly from the 2D so, as you'd expect, it's a little slow. However, with a little more work on it we can get it right.

**IM** When you convert the 2D to the 3D does the game balance sometimes suffer?

**IM** If the balance does go bad, we correct it to get it right. That's the way we have to consider this problem. If we don't, the users won't be satisfied. No matter how cool the Dragon Punch may be if you had to do it with two hands it wouldn't be a Dragon Punch at all. We'll certainly ensure that this kind of thing is preserved properly. We intend to do it so that everyone who plays it will think that it's a real Dragon Punch strike.

**IM** A little while ago Street Fighter XX appeared at the Japanese Show. Could you tell us a little about the motion to it from the scene and pose?

**IM** Only their impression to the look of the game screen wasn't very good. "The Street Fighter's become some sort of 3D but it's awfully square looking". Visually speaking, if you look at a photo in a magazine or even just watch a video of it, it's said that the impression of SF XX isn't very good. However, if they have a go and play it, there's a complete change. "Excellent!" "It's really good!", from talking to these operators that knew I've got the impression that they're all really looking forward to it. Certainly, looking at it and playing it are completely different. We're saying please play it. If you do, you'll see what SF XX



The old Street Fighters' core killing techniques seem to have been perfectly replicated in Street Fighter EX. Witness Zangief's double kick (above). Hopefully more special moves will be included in the final game.



Both Ryu and Ken are present in the new Street Fighter EX. Examples of the former's staple techniques are shown in these pictures. The ubiquitous Double Kick (left) and the power of the Finalist are in full effect (above).



really is like

**IGN** How do you get feedback from the press?

**IM:** At the Hanna Show we used a questionnaire. We also ask the opinions of the journalists and publicity staff who visit us to play SF EX. After that, the biggest source of feedback is from the company staff. As you'd expect, they are still here strong criticism etc. Some of the CAPCOM staff also visit us and tell us their impressions. Soon we'll be having a location test so at that time we'll be handing out questionnaires to the players.

**IGN** According to a press report last month SF EX was 95% complete. Was that true?

**IM:** That was around August 30th when it was published. At that time it was around 95% complete. At the Hanna Show on September 14th it was around 90-95% complete. Were planning to do a location test shortly. At that time it'll be around 90% complete. For us, the development percentage at this stage is still very low. After all, even after the game's outline is complete the fine-tuning and adjustment process is very long. If the adjustment is less than half done, even if the main game system is finished, it's not really complete at all.

**IGN** Didn't you think that of around 90% complete it was a little too early to unveil SF EX to the general public?

**IM:** The usual way to think about development at 90%, for example, is in the case of a car that has no body, just an engine, wheels and a steering wheel. For sure, it can be moved but it couldn't be driven on the road. There's not even a roof, it's danger-

ous. A 90% state is generally thought of as being at the very lowest level. But, a level of 90% as considered by us is only the minimum necessary level for it to be played by the users. In this way everyone can be interested in seeing how the remaining 10% turns out. Anything could happen! In reality, a large proportion of the game's framework is pretty much complete at the moment. From here on, in order to make it more interesting, we'll be refining the system and including new techniques etc. This is the 10%. Therefore, to progress that a 90% SF EX is similar to a car's construction doesn't hold true.

**IGN** Are you planning to make announcements on the SF EX status on a regular basis?

**IM:** For a while we're going to keep ourselves out of sight. We've made this announcement now but we're going to hide for the next month or so and concentrate on development. The next thing for us will be the location test. After that, in around 2 months we'll be able to talk about the responses to it.

**IGN** The Japanese press often like to write frequent reports about games don't they?

**IM:** Yes, some of the writers are incredibly detailed in their reports on SF EX. Their questions can sometimes

be really specific, such as the finer details of certain character's chained combinations. If at really, it's for too soon for that. At only around 90% complete we'd like people to look ahead SF EX in little more general terms.

**IGN** In Japan Street Fighter is a very popular. Does the team feel under any pressure because of this?

**IM:** Not, but not because it's related to SF. Whatever game we could we want it to be successful. For any new company the pressure must not fail in it's first venture is there but it's not because it has anything to do with SF. On the other hand if there wasn't any pressure there'd be no incentive to do the best you can. That would be equally bad. Really, we're not under that much pressure. We're just working hard to create a game that everyone can enjoy playing.

**IGN** For a completely new game the team probably wouldn't be bothered by certain minor aspects of any particular character. However, for Street Fighter a every one has their own image of how that character should look in jii. Is this a problem?

**IM:** All the development staff here think exactly the same. Everyone likes SF so that's why they're doing it. Creating it themselves they understood the feeling. >>





Street Fighter EX appears to have given the established characters some new moves. How do you rate Ken's performance as a Wok like this before (left)? The latter here in the picture (right) where Ken is on the receiving end of what looks suspiciously like Zangief's or Charlie's controversial kick. Who knows what other techniques the new character use in this latest version of the Street Fighter legend?



Full-on rendered head shots are not used as the player select and fight match-up screens (left). Zangief is 3D and what he's been over thought? And what's the story with these new character any way?



3D "Ah! That's different". Therefore if they can somehow satisfy themselves, they should be able to win the approval of the users also. That's a safe method of doing it. As you'd expect with this development there are probably several areas where we haven't got much of a choice in what we can do. For these areas, so far as possible, we'll just leave these aside. In regard to SF's staff also have their own prejudices just like the users. We may be development staff but so SF's players, even now, we still go down to the arcade to play. These areas which concern the users are the same areas which we are also concerned about. The meaning of which is please trust us.

**IGN: How much more advanced are the Street Fighter EX graphics over Street Fighter?**

**DM:** You can't really make comparisons to Star Gladiator (SG) unconditionally. SG runs at a 1/30 frame rate, while SF EX, at the moment, runs at a 1/30 frame rate. If we consider this difference then a 1/30 frame rate is able to devote more emphasis to the visual graphics as its management processing is effectively halved. On the other hand, we are devoting more importance to the character of the game. The two steps behind the development of SF EX and SG are no different that you can't make unqualified comparisons.

**IGN: Are you receiving any assistance from the Star Gladiator team?**

**DM:** No, we aren't. In specific terms, it's a different development line. In addition, technically, it's completely different. The know-how we're using for this 3D fighting game has no relation to SG. Fundamentally, ARKA is not a subsidiary company of CAPCOM, its capital and investment are completely separate. ARKA was founded in November last year as an independent company. For a month after that we did research and then three months after that we started. We've still got the experience we gained at CAPCOM but technically there's no relation between us. We're not a branch office, we're making our own games by ourselves. As friends and people we know, then of course we still have communication. However, as separate companies, then in terms of technology we don't exchange reactions or ideas. They're completely different. Some people may be under the impression that as we came from CAPCOM, there's some sort of link between us but in reality it's a different team making a different game. The concept is new and the know-how is new.

**IGN: At the moment what difficulties are you encountered with?**

**DM:** I suppose it's improving the quality of the visuals. From a hardware perspective if the hardware was good, certainly we could do super visual effects. Leaving aside the hardware, our resolution still could create very beautiful graphics but of course all hardware has its limitations. At the moment visuals are our number one problem.

**IGN: It's common for programmers to use a lot of polygons in the faces of women to keep them beautiful. Are you paying any particular attention to the women in SF EX?**

**DM:** For example, like using polygon shading to make their thighs weather-stones. (laughs) We're trying to, at the moment we are really working hard on this area but so far as it is possible we want the women to be very cute so far as it is possible we're trying to. All our staff are excellent so the female characters certainly won't be poorly done.

**IGN: How did you select your Street Fighter EX character from all the characters in the Street Fighter series?**

**DM:** There's really quite a simple reason. Well, of course Ryu and Ken are essential so we took them. Chun Li is also essential so we took her as well. These three are essential. At the moment, although personally I can't say for sure, were basically announcing eight characters at the moment but whether that will increase or also or less I don't know. I'm saying that until the very end there's always the chance that another Street Fighter character may appear as a hidden character or maybe we'll create another original character. We haven't considered at all yet but, maybe in a week or so days time, there's certainly the possibility.





As well as including new Guard Break techniques to improve the rhythm of the fight, Street Fighter EX also includes some Super Combo moves, as has been the case in the 2D SF games since the release of Super Street Fighter 2 Turbo. You get some groovy special effects when a Super is initiated (above). Also, prepare for some graphical hell-bans in the show-up shots at the end of each bout (left).

bility that we may want to include another character. However, for the present there are eight characters, four original and four Street Fighter. Certainly, Ryu, Ken and Chun Li are pretty much the ones you'd expect to be there. That's three of them. As for Zangief he's in too. It's been decided to announce three-four characters at this stage but there's still the chance that another Street Fighter may appear. Considering the game balance we've ended up with these four. After that we chose the new characters. After all, if you consider that SF EX is a different sequel, obviously we can't include only Street Fighter characters, so it can't be helped that some characters will have to be left out but we've chosen the SF EX characters naturally.

**IGN Can you tell us a little about the design process for the new characters?**

**IM** I wasn't in charge of the design process but basically we wanted the new characters to compare favorably to the Street Fighter characters and yet have a slightly different nature to them. We felt we wanted to try putting in characters that had a way to them that hasn't appeared in the Street Fighter series up to now.

**IGN Have you already decided on how the new characters will fit into the story of the Street Fighter series?**

**IM** We haven't decided on any kind of official story yet. At the end we'll mention it in outline and then formally discuss it with CAPCOM, but at this stage we haven't really thought about this area that much. There's the possibility that the characters' story lines might become entangled. For example, Heihachi and "Kokigata" but that kind of zany style (joked).

Bushin style) when appears in CAPCOM games. Guy from the SF Alpha series and the Final Fight series also uses the Bushin style. There's a chance that this area, they-who, might become mixed up. There is a plus but we haven't considered at all yet. Of course, CAPCOM also have their own ideas which they are considering.

**IGN Have you considered any kind of game modes for Street Fighter EX?**

**IM** Fundamentally, Street Fighter is a one-on-one fighting game. The emphasis is on confronting your opponent and seeing who is the strongest by getting your skills against them. Various ideas have been considered but it's still too early. This kind of consideration is done when the game is around 95% complete. The game is still in the punch and to be punched preparation stage. Things like End Earth's Story Mode or Street Fighter Alpha's Daemonic Battle are far too early for consideration. That's done after the game is finished.

**IGN At the moment what's the feeling amongst the team?**

**IM** Everything they can do they're doing. What they haven't tried to do before they don't know about but everything they're doing up to know they understand. It's pretty much like the start of an adventure. "What

shall we do?" "Inexpensively let's try it like this!" "Ah! It worked. Well, what about this then?" Like this, it's fairly much a state of trial and error. Everyone, individually, has confidence in themselves and they all giving it their all to the best of their ability. This means it's in good shape. These are parts that were rejected as they made them better, even parts that were deleted but it's a challenge for them and so their spirits are high.

That means it's in good shape. These are parts that were rejected as they made them better, even parts that were deleted but it's a challenge for them and so their spirits are high.

**IGN Which part of Street Fighter EX are you the most proud of? What is your favorite behind that?**

**IM** Ah, that's a difficult question, but probably that when you play the game, whether you win or lose it still has the feeling of enjoyment because it was interesting. Even if it's regrettable to lose the fight, the game is still enjoyable. I've got pride in creating that kind of game. I'm a stickler for the creation of this so I've got confidence in SF EX.

**IGN Do you have any message for your new fans in England?**

**IM** To all those those users who enjoyed playing Street Fighter I hope you enjoy playing with SF EX also. For those users, we're working as hard as we can. Please play it. We like you all.



# OUT NOW

## TOMB RAIDER

BY COLE, PRICE £49.99 RATING 9½

When Core Design put their all into a game, you know that you're in for something special. Such is the case with Tomb Raider.

Enter, the huge exploration adventure game with hundreds of action elements added into the mix. From just about every perspective, the game is a winner. Core have successfully created one of the most lush, detailed 3D environments ever built in a videogame (just behind NIGHTS, but more interactive). Despite the detail-laden texture maps, the frame rate is pretty good and the overall impression is of an incredibly good-looking game.

Adding to the good impression is the ethos of the main character herself. Lara Croft must be one of the most versatile characters seen in a videogame and her activities are all portrayed with some stunning animation. The sheer range of her abilities takes plenty of time to get the measure of, and the same goes for



the innovative shooting system.

Emphasising the puzzle adventure aspect over the action, Tomb Raider is a pretty laid-back type of game. It kind of reminds me of Prince of Persia but in 3D with far more to do. Just about its only drawback is, like in Prince of Persia, there's a noticeable "lag time" between entering a command and having Lara do it on-screen. It can get irritatingly frustrating if you haven't got the



patience for it.

Still, this is the only drawback on what is really the best game released this month. Check it out.

## EARTHWORM JIM

BY VIRGIN, PRICE £39.99 RATING 7½

Shiny Productions came to the fore on the Megadrive with the release of the brilliant Earthworm Jim - a cartoon platformer that took orientation to new levels of eccentricity. This was bettered only by (ready yourself for a surprise) Earthworm Jim 2, which took the basic format and added to it with a number of excellent little sub-games.

Unfortunately, what was something of an essential purchase on the Megadrive falls far short with the lofty standards set by the Sega Saturn. It's difficult to pinpoint exactly what it is about Earthworm Jim 2 which is so wrong, because it's just as addictive and amusing as it was on the Megadrive. It's also in a class of



its own, simply because the whole concept of a 2D platform game seems to have evaded the vast majority of Saturn developers out there.

When push comes to shove, the problem must be that games like this just don't have the necessary sophistication and "wow" factor to succeed on the 32-bit format. What was a great 16-bit game doesn't necessarily cut the mustard on the Saturn.

## WORLD SERIES BASEBALL 2

BY SEGA, PRICE £39.99 RATING 8½

If there's one thing that can be guaranteed when it comes to baseball games, it's this: in concept, if not execution, they're all the bloody same! World Series Baseball 2 follows the same basic

format as just about every other example of the genre. There's the same viewpoint behind the batter, the same switch to a top-down view when the ball is hit and pretty much the same control method. Now that we're on the 32-bit systems though, everything is done with tweaked polygons to make the whole package that much more lively and realistic.

And indeed, its WS2's liveliness and realism that actually makes this worth checking it - if you're into base



ball games. Obviously the programmers have really put themselves out in making what is probably the best baseball game ever. Just about every conceivable option is included, the graphics are just about as ace as they're going to get and the whole thing is extremely professional.

In fact, the only thing not in its favour is the fact that it's a baseball game and however much you like the sport, you just can't avoid the fact that the sport itself is a pretty limited affair. Still, if you're after a game of this sort (and it is rather good in two player mode), you can't get far wrong with this particular example.

## ACTUA GOLF

BY CAPCOM, PRICE £44.99 RATING 9½

The quality of sports simulations was one of the main reasons why the Megadrive spawned the Super NES in terms of sales. Although the quality of software has been somewhat hit-and-miss when it comes to sports since on Saturn, there have been one or two truly exceptional sporting releases on the new-age machine in the last couple of months. The first was Sega's WorldWide Soccer. The second is this, Actua Golf.

Golfers are pretty smart cookies

and what they have done with this



particular title is most cunning indeed. Just about everyone knows that PGA Tour Golf is the best-playing example of the genre, yet Well what the Sheffield-based publisher has done is to take the best PGA gameplay space it got and introduce some absolutely stunning 32-bit graphics. It's as simple as that really.

In terms of golfing simulations, this is by far and away the best thing you can get for the Saturn. The gameplay is bang on, the visuals are superb and the atmosphere (aided by the Peter Allen commentary) can't be beat on. If you're in the market for a golf game, this is the greatest. Period.

## IMPACT RACING

BY JVC, PRICE £39.99 RATING 8½

Impact Racing first appeared on the PlayStation several months ago and received various decent reviews in the magazines, and we suspect that much the same will happen now that the game is out on the Saturn.

Impact Racing takes the average 3D textured-polygon road racer and adds in huge listings of automobile destruction as you complete four laps of the four main courses. It's that simple really. To stay in the game you really need to ditch out the destruction on your road-faring pals, as this enables you to upgrade your weaponry which furthers your chance of staying in the game.

The only thing wrong with this game is the lack of variety. This manifests itself in the gameplay, which although enjoyable is pretty samey and also in the different courses. There's only four different tracks, and you have to race them over and over again in various colour schemes the further you get into the game.

Other than that though, fairly intriguing stuff.





# CD FILMS/MUSIC

To play any of these titles, you'll need a video card, costing £150. See your retailer for more details.



## PET SHOP BOYS

BY	PHILIPS	PRICE	£25.99	RATING	**
----	---------	-------	--------	--------	----

If you've spent time on an MP3, you'll already have a kick in your hose. Therefore a Video CD would be expected to build certain criteria before counting itself as a viable purchase. It shouldn't cost much more than a video, the quality of the recording should be at least up to scratch with that of the tape. And you should be able to drop to your favourite bits easily. So that's one of the criteria sorted. The first two, however, aren't fully satisfied. In fact, they aren't satisfied at all. Even that this compilation appeared on video last year, looking better and costing less, any PSB fan worth their salt would already have got it if they haven't buy the old.



## A THROBING TALE: JELLY ROLL MORTON

BY	PHILIPS	PRICE	£15.99	RATING	*
----	---------	-------	--------	--------	---

Jelly Roll Morton was, apparently, some kind of famous jazz musician years ago. Anyway, to groovy in our vein, get zactly jelly roll that the Dukes of Defiance have recorded their own tribute. Just as it was looking forward to some byte to reaching chase action with Boss Hogg, I was shocked to discover not a hint of the General Lee automobile in sight. In fact, having aged badly, the Dukes of Defiance are all portly gentlemen torturing musical instruments and looking sweaty. And no sign of the peaking Daisy Duke either. Pah. What a waste. If you're a major hardware pro fan, there's a tiny chance you might be interested in this lacklustre live performance.



## MISERY

BY	PHILIPS	PRICE	£15.99	RATING	**
----	---------	-------	--------	--------	----

Misery's tag, right, might be controversial to readers here, but it's true, but it does mean he can write very well. In fact, the most horrific things he's done are to grow his tragic, moustache and frown a hand with John McEneaney. Misery afflicted in his story about some biker falling off a road and getting bandaged by a crazy lady. And it's not fair, bad, actually. Kathy Bates is ace as the loony, those keeping James Caan locked up in her was the shack. James Caan is on form as the warden locked up in the shack of being here Kathy Bates. For those few of you who didn't see it on video, this is a gripping thriller type thing with some gruesome and sense-inducing brutality.



## DRAG ZONE

BY	PHILIPS	PRICE	£17.99	RATING	*
----	---------	-------	--------	--------	---

Whoever thought that purchasing might make for a good action movie? The pro drivers of Drag Zone and Terminal Velocity, presumably they were wrong. Drag Zone is a particularly reprehensible movie with a fairly appalling plot and acting bad enough to propel the Thunderbirds into Giald's territory. Hogg gives a performance seriously on a level that while that guy Gary Busey almost seems to be enjoying his excellent lethal situation here. Not even worth having an vid for watching on telly. Drag Zone's one redeeming factor is the amazing quality of the audio video for once. APTC lives up to its claims of being better than VHS.



## ALSO OUT NOW

ALEX TREBAY	£44.99	85%
ALONE IN THE DARK 2: A MAN'S BACK	£38.99	52%
ATLANTIS WINGS	£44.99	51%
BABY BOYS ANIMAL	£29.99	82%
BALM BURNING HEAD	£44.99	87%
BE THE NEXT BASEBALL	£44.99	86%
BUBBLE NOBLE PACE	£35.99	52%
BUBBLES	£40.99	85%
BUZZ	£32.99	85%
CLONING KIDNEY	£20.99	77%
CLONING KIDNEY 2	£20.99	77%
CYBER	£20.99	77%
CYBER SPEEDWAY	£20.99	77%
D	£20.99	79%
DADDY DADDY	£20.99	79%
DARTERS USA	£18.99	88%
DEMON 5	£44.99	67%
DESTRUCTION DEMY	£38.99	88%
DENTAL PORNALL	£38.99	88%
DISCOVERED	£38.99	72%
DOHMOE	£44.99	82%
DRAG 'N'	£44.99	86%
DRAG 'N'	£38.99	76%
DRIFTING YIPPER	£44.99	84%
DRIFTING YIPPER	£44.99	84%
DRUGS	£38.99	72%
DUCK	£38.99	72%
DUCK AND THE ONEL	£38.99	72%

### EUROPEAN MENUS

CONQUEST	£44.99	88%
HANG ON 35	£28.99	68%
MERCEDES'S POPOTS	£28.99	68%
MIDWINTER 2000	£38.99	60%
THE MONTE	£28.99	68%
JOHNNY BAZZOLEGANS	£44.99	38%
JVC SUGGESTION HIKING	£44.99	86%
LEAGUE	£44.99	86%
MAGIC CARPET	£44.99	88%
MANGIN OF WOODS SEALS	£28.99	58%
MYSTERY	£28.99	78%
MYST	£44.99	77%
NEAL JAM '00	£28.99	85%
THE NEED FOR SPEED	£28.99	78%
NFL QUARTERBACK	£44.99	78%
NFL HOCKEY	£44.99	78%
NOVITS	£28.99	86%
NOVITS WARRIORS/BLACKSTONE REYNOLDS	£44.99	82%
OLYMPIC LEGENDS	£28.99	44%
OPERATION BLACKLINE	£28.99	79%
PLAZER GRADON	£40.99	88%
PLAZER GRADON 2	£40.99	82%
PERLE BEACH GOLF	£28.99	77%
PRO PINBALL: THE WEB	£40.99	79%
PUTMAN	£44.99	38%
REVOLUTION 2	£28.99	40%
ROBINSON	£28.99	82%
SAA BASS FISHING	£38.99	88%
SENA BUILT	£44.99	87%
SKILLSHOCK	£44.99	72%

SHOGUN -3	£28.99	88%
SHOCK WAVE ASSAULT	£28.99	58%
SIM CITY 2000	£28.99	58%
SLAM 'N' JAM	£28.99	88%
SPACE NOBLE	£28.99	82%
STARFIGHTS 2000	£28.99	72%
STREET FIGHTER ALPHA	£44.99	82%
STREETFIGHTER THE MOVIE	£44.99	82%
STRIDER '98	£24.99	72%
TREME PINE	£24.99	58%
TIME WARRIORS VTRBA RACING	£44.99	38%
TEAM WARS	£28.99	52%
TODDHOORN DEMO	£44.99	86%
TRU PINBALL	£28.99	77%
ULTIMATE MORTAL KOMBAT 3	£44.99	82%
VALERIA VALLEY GOLF	£28.99	78%
V8 RACE	£28.99	87%
VICTORY GOLF	£28.99	87%
VIRTUAL COP	£24.99	44%
VIRTUAL FIGHTER	£44.99	82%
VIRTUAL FIGHTER 2	£44.99	82%
VIRTUAL FIGHTER HOME	£28.99	82%
VIRTUAL OPER TONING	£28.99	86%
WING WARS	£28.99	86%
WIPROFIT	£28.99	86%
WORLD CUP GOLF	£44.99	86%
WORLD SERIES BASEBALL	£28.99	87%
WORLDWIDE SOCCER	£44.99	84%
WORMS	£44.99	82%
WWE WRESTLING	£28.99	82%
X-MEN: CHILDREN OF THE FUTURE	£44.99	87%

# Introducing...

At the moment, the DDD Project remains a super top secret affair. The company could tell us everything about the game. But then they'd have to kill us. Which would mean that you wouldn't get an issue of SM to read next month. Which would be a shame because we've got Saturn Sonic next month. Bonnet!



## DDD PROJECT

At the Tokyo Game Show in August, Takara (they of Teshigahara Sawa) released the first views of their most top secret of projects: DDD. Although the name of the game was revealed, nothing more was made obvious - even the game genre remained secret!

However, over the course of time it became known that DDD is a true next generation 3D fighting game, far removed from the Virtua Fighters and Tekken - and indeed the 'best' games of the world. Takara still hasn't released any actual screenshots of the game, but insiders from Japanese magazines *Seinen* and *Sega Saturn Magazine* are reporting that this is a very hot title - truly one to watch out for. Game features include side-steps and spin-kicks (building on what AMTs have achieved with VFs), plus true interactive with the background. You can jump off walls, ceilings and launch surprise counter attacks on your opponent! Every stage has a different lay-out to learn and exploit!

Takara have invested heavily in this game, going for super-realistic motion capture. Brilliant CG intro and what have you, and from all accounts, this should be one heck of a game. The screenshots on this page show the intro only unfortunately, but we should have some screenshots maybe in time for the next issue. Fingers crossed eh!

DDD or D-KUUD? as it may be renamed (the 'K' comes from the Egyptian letter which represents 'T' so it should be read D-THEED with the 'D' being the three destinies) is due for a Japanese release in Spring, 1997



Takara have thrown the full might of their not inconsiderable R&D department behind the DDD Project, and that includes going to all the lengths of setting up a Motion Capture studio and getting martial artists to strut their stuff! The motion-sensitive computers log the movements of the Ping Pong ball sensors and replicate the movements on computer-rendered characters. Intriguing.

Dear Newsletter,  
In my view, SEGA SATURN MAGAZINE is the greatest monthly publication in the world and I want you - yes YOU - to get it mailed for me on a monthly basis, in case they're all stolen, or bought, or abducted by aliens or something.

NAME

ADDRESS

## NEXT MONTH...

Next Month in SEGA SATURN MAGAZINE: Tempest 2000 - the greatest Saturn blaster ever? Virtual On - rebo-frenzy is finally complete! But best of all: SONIC IS BACK! And this time he's on Saturn! The full EXCLUSIVE next month! Plus LOADS of reviews! Rucks of them in fact.

SEGA SATURN MAGAZINE, January Issue  
out 17 December





# STORM IN A D CUP



# 1st



ONLY ON

 SEGA SATURN